

WIN!
A signed copy of
Mario All-Stars!

EUROPE'S BIGGEST INDEPENDENT NINTENDO MAGAZINE

TOTAL!

NINTENDO SUPER NES
NES • GAME BOY

April 1994 Issue 28 £2.50



First
independent
review!

**Inside
Nintendo!**
We bust into Nintendo's world
HQ - and escape with all the
hottest exclusives!

Choplifter III

Violence, guns,
adrenalin... It's
sheer genocide!

Jungle Book!

The king of the swingers on
the Game Boy and NES!

Giant Poster!

Huge Mega Man X double-
sided poster of doom!

WARIO LAND
SUPER MARIO LAND 3TM



Exclusive!

Super Mario World 2

We talk to Shigeru Miyamoto, the genius behind the
Mario games, about his latest project...



NOW YOU CAN PLAY THE MOST

**EXCITING ARCADE GAME OF THE
YEAR IN YOUR OWN HOME.**

* ORIGINAL GUN ACCESSORY INCLUDED IN GAME PAK.

LEthal ENFORCE



 **KO**



HAL PROCEERS

REALISTIC COPS-ON-THE-STREET ACTION

SO INTENSE YOU'LL WONDER WHERE YOUR PAY CHECK IS AT

THE END OF THE WEEK! TEST YOUR SHOOTING SKILLS AGAINST

THE MOST DANGEROUS CRIMINALS IN TOWN, IN A FAST MOVING,

MULTI-STAGE BATTLE FOR JUSTICE.

NAMI

SUPER NINTENDO
ENTERTAINMENT SYSTEM

MEGA-CD

SEGA
MEGA DRIVE

TOTAL! GO

Issue 28 April 1994

TOTAL is the UK's biggest independent mag for Nintendo gamers.

FACT: Number of people who buy **TOTAL** each month: **70,648**

ABC Jan - Jun 1993

EUROPE'S BIGGEST INDEPENDENT MAGAZINE FOR

NINTENDO

Total news

6 Shock announcement from Project Reality, Madden on the GB and NES. Plus American and Japanese news.

Previews

12 **TOTAL** is always first with the hottest previews. So, erm, think about the future.

Letters

64 The pages where you - yes you can get virtually anything off your chest. Deep breath now.

TOTAL Recall

86 Every game we've ever reviewed plus the top ten fantasy games.

Back issues

81 Simply can't live without that issue of **TOTAL**. Well, order it and stop fretting.

Reader Ads

82 Buying, selling, penpals and messages. It's all happening on the Reader Ads page.

Games reviewed this month

Super NES

Choplifter III	30
Soccer Kid	34
Pinball Dreams	38
Metal Marines	40
Cal Ripken Jr Baseball	42
Humans	44
Thomas The Tank Engine	46
Desert Fighter	50

Game Boy

Wario Land	52
The Jungle Book	54
Winter Olympics	56

NES

The Jungle Book	58
-----------------	----

CONTACTS

Editorial, **TOTAL**, Future Publishing, 30 Monmouth Street, Bath BA1 2BW
Telephone (0225) 442244

Subscriptions

The Old Barn, Somerton, Somerset TA11 7BR
Telephone (0458) 74011

Inside Nintendo

16 **TOTAL** travels half way round the world to bring home the bacon. We take an exclusive look at Nintendo's HQ, visit Konami, interview Shigeru Miyamoto and tell you all about gaming Japan-style...



We meet the twisted mind that came up with this bizarre game!

WIN!
A Miyamoto signed copy of Mario All-Stars



CONTENTS

SUPER NES • GAME BOY • NES

For the total Nintendo picture, we're all you need!

Choplifter III



30 The chips are down, the hostages are trapped and it's all down to you. Can you rescue your mates from almost certain death?

Metal Marines

40 Strategy-type games are all tedious, right? Wrong. Metal Marines is fast, frantic and could just be the war game action-heads have been waiting for.



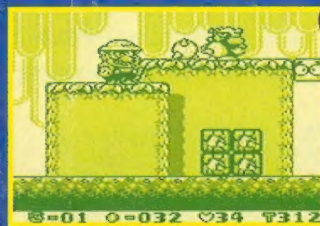
The Jungle Book



58 Disney's most popular film swings into action on the NES. Virgin prove the 8-bit can still turn heads with this glorious game. Lush backgrounds and superlative animation. So, what are you waiting for? Like, get with the beat, baggy.

Wario Land

52 Say hello to Nintendo's stunning new Wario game. The bad boy is back on the GB!



TOTAL Tactix

68 Once again we bring you a massive Tactix section, featuring three pages of tips and cheats, your questions and our answers and codes for your cheat carts. We've even chunked in a couple of solutions.



Flashback

In the final part of our TOTAL player's guide we show you how to kick those nasty Morphs where it really hurts.



Link's Awakening

Part 378 of the never-ending solution. Just kidding. This is part six, and in just one more month you'll have the lot.

TOTAL! NINTI

This month, Nintendo make a welcome announcement about the from US and Japan. TOTAL news – gives you the best information.

Project Reality is cart-based

Nintendo have finally ended months of speculation by announcing that cartridges will be the storage format for their Project Reality machine. Is this a wise move? Everyone else is investing heavily in CD formats. Do Nintendo know something the others don't? Is this the end of Project Reality, or a masterstroke in hardware development?



Yes, as Sega announce delays and high prices for their much-vaunted Saturn system, Nintendo have disclosed that Project Reality will use huge, 100+ Meg carts, similar to those found on Neo Geo systems. The good news is that the carts will be approximately the same price as existing Super NES cartridges – and fifty quid for a 100+ Meg game is quite a bargain. This also means that access times will be incredibly fast, with no CD lag and none of the problems associated with that format.

Nintendo have also hinted that Project Reality will gain a CD add-on soon after its launch. This is good news in terms of timing, but it also

means that compact discs are viewed by Nintendo as something of a novelty, rather than an essential storage medium.

Sega have already attacked this announcement, although rumour has it that they themselves are working on a cart-based version of their Saturn machine, code-named Jupiter. Perhaps they realise that CD technology is limited, too.

Project Reality is still scheduled to hit the shops in 1995 with a price tag of around \$250. It should arrive about the same time as the Saturn – and that'll cause trouble in the high street. 1995 is shaping up to be a very interesting year.

World Cup fever starts here

The World Cup, eh? What a load of rubbish, I didn't want us to qualify anyway, it's stupid. The best teams never make it. Er, where was I? Ah yes, we might not be going to the USA this year, but we can still enjoy the world's greatest football tournament thanks to the bevy of World Cup games which are due to be released in the very near future.

The first ones in the pipeline are World Cup USA '94 from US Gold and Kick Off 3 from Imagineer. Details are a little hazy about World Cup USA '94, but we do know that it will have 16 player squads for each of the 24 teams, 3 difficulty levels, changeable teams and loads of options to customise the whole event. Kick Off 3

features some neat horizontal-scrolling and rock-hard gameplay. Should be interesting.

This summer should also see the release of Elite's World Cup Striker on the Super Nintendo and Game Boy. It will basically be an updated version of the old Striker game. New features for the World Cup edition include a battery back-up facility, a new look penalty sequence and a simultaneous five-player option using the Super Multitap.

How it will fare on the handheld remains to be seen. The Game Boy hasn't done very well in the footy stakes to date, with iffy conversions of the classic titles, Sensible Soccer and Kick Off. Hopefully, Striker will survive the transition to 8-bit and give the Game Boy the footy game it deserves.



The six-a-side, indoor game has been tweaked a bit, and is now even more fun than before.

World Cup Striker won't hold much appeal for people who already own the original, but Striker game virgins will certainly get their money's worth. We'll have a full review very soon, so watch this space.

Space Invaders

Unbelievably, Taito are planning to bring out the original arcade version of Space Invaders on a new Super NES cart. Now, I know nostalgia freaks will lap it up, but it'd probably be cheaper to buy a second-hand arcade machine (complete with fag burns and coloured cellophane across the screen) than it would be to fork out for this. Whatever next, Bagatelle for the Game Boy?

Details are a bit sketchy at the moment, but with any luck, this should have loads of different Space Invader games built-in. If it doesn't, then this is a very sad day for the computer and video games industry. Would you pay fifty big ones just to play an archaic coin-op? Nope, didn't think so somehow.

ENDO NEWS

**shape Project Reality will take and there are strange rumblings
There is no alternative. Well, not a good one, anyway. Honest.**

Madden-ing news

Yep, one of the best sports games around on the Super NES, or any console for that matter, is being converted to the NES and Game Boy. French software house, Ubi Soft, are developing the American football game for both formats and, while things are still at

an early stage, both games are looking surprisingly good.

Superficially, the games are like the popular American Tecmo Bowl series, with a side-on view of the pitch and fairly small players. There's an impressive roster of plays and formations in both the Game Boy and NES versions, and we can't wait to see more of these games. In the meantime, take a look at these exclusive pictures.



The NES version looks pretty special already.

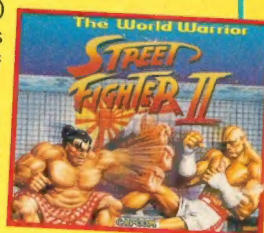


8-bit footballing fun for yankee sports fans. Let's hope it plays as well as it looks.

Street Fighter II CD

No, not that sort of CD. We're talking about the musical variety. The World Warrior is a new rap/dance record that uses samples and tunes from SFII as the basis for its tracks. It's got six different edits on the CD single and it is indeed, rap. (Or was that crap?) To be honest, it's not even in the same league as the crummy Mario single that made a brief showing the charts a couple of years ago.

If you can stand another SFII product, you might want to check out the new SFII Turbo strategy video from Capcom. The video teaches players how to use the characters to maximum effect and how to master the special combos. But don't rush down to Smiths just yet, because the vid's only currently available in the US.



Boom, shake the dragon Punch.

Hotel Mario

There's a new Mario platform game on the way... And - get this - it's not on any Nintendo machine! Hotel Mario is a simple, single screen platformer designed especially for the Philips CDi. This

latest exploit heralds a return to the long-gone days of Mario Bros. and Donkey Kong.

The Koopas have set up loads of hotels and Mario has to run around the levels taking out all the Koopas and Goombas while trying to shut every door in the hotel. There's even a simultaneous two-player mode, where the second player can control Luigi. It looks like good fun and, who knows, the marketing bods at Nintendo may even decide to release it on the Super NES one day. Well, you never know!



Mario on CDi? Surely not! Mind you, they've already had Zelda.

Yogi Bear

Smarter than the average bear, eh? So how come Yogi doesn't have a shirt to go with his collar and tie? And what about something below the waist, while he's about it? Still, he's got one thing right - a move to the Super NES.

Set in a platformesque Jellystone Park, Yogi has to warn Ranger Smith about a secret chemical factory which is under construction somewhere in the vast park. To be honest, it looks just like

every other platform tie-in, but only a full review will decide if it's a real boo-boo!



Yogi sprites leap and run on this early development shot.

ESPN Sports

ESPN is the US's biggest sports channel and from the looks of things, it's about to dabble in the SNES market, too. The new ESPN licenced games are Baseball Tonight and Sunday Night NFL. Now, there are already quite a few baseball and American footy games on the market, so these'll need to be a bit special to stand out from the crowd.

Sunday Night NFL has all the league's teams as well as TV features like match highlights and post-game reports, but it'll need accurate gameplay, if it wants to beat Madden. Baseball Tonight promises the same TV style features, but we've yet to see how it plays (and whether it can make baseball interesting to your average player).



Who says that girls can't play baseball?

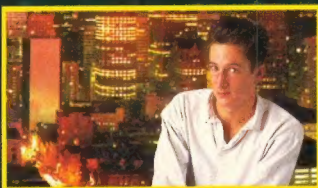


Not us. Girls can play anything they want.



Except marbles. They're rubbish at that.

WAY OUT WEST



Neil West, TOTAL's laid-back, American reporter, returns with all the latest Nintendo news from the good ol' US of A.

The Mega Man TV show

Capcom are proud to announce that Mega Man, the star of approximately 18 squillion NES and Game Boy games, is all set to star in his own cartoon series. With Street Fighter II, Double Dragon and Mortal Kombat movies currently in production, and Sonic The Hedgehog, Bubsy The Bobcat and EA's Mutant League characters also undergoing the TV series treatment, Mega Man is certainly in good company.

You never know, some woefully misguided TV company may decide to make a TOTAL movie, but who would play Frank? My money's on John Candy... (Do they have P45s in America, Neil? - Frank). As I was saying, I reckon John Candy would knock someone handsome enough to play Frank. Ahem

Kung Fu: The Legend Continues

Sunsoft have bagged a deal to bring Super NES players the game of the TV series Kung Fu: The Legend Continues. Sensibly, they've decided to base the gameplay on the action sequences of the show, rather than the typical staring-into-candles-for-days-at-a-time type stuff. And so gamers can expect another beat-em'-up. Hoo-bloody-ray!

There will, however, be a token nod towards the plot of the TV show, with the game following the story of Kwai Chang Caine (the Shaolin priest) and his son Peter as they battle the evil Tan. Due out this summer...

Beavis And Butt-Head

These two characters have caused more outrage, debate, argument, protests, adoration and controversy in the USA over the last six months than all the presidential scandals, Madonna videos and Melrose Place episodes combined. The animated stars of their own MTV series, Beavis And Butt-Head are currently the big thing in the US. And now it's coming to a Nintendo system near you.

Viacom are the company developing the game (they're also - spookily enough - the parent company of MTV) and they promise a game very much in the spirit of the TV series. It's due out this autumn. You have been warned.

The Flintstones: The Treasure Of Sierra Madrock

Fancy being the Grand Poobah Of The Loyal Order Of Water Buffaloes? Well, according to Taito, Fred Flintstone does. Cue a rather dubious plot where the players must help Fred and Barney find the treasure needed to secure his dream job. Very bizarre. Due for release on the SNES later this year.

Shaq Fu!?

Shaquille O'Neil, possibly the most high-profile basketball player in the world today. Weighing in at over 300lbs and standing over seven feet tall, he's the ultimate slam-dunk machine. It



should come as no surprise, then, to hear that Electronic Arts are about to release Shaquille O'Neil - The Kung Fu game. Eh?

Yep, forget basketball. Shaq Fu is the proposed name of the game that looks set to be as ridiculous in concept as Neil Armstrong's Attack Force Nine-iron or Gary Lineker's Mean Bean Machine. Evidently it's Shaq's own idea, and considering his massive frame, you can see why EA have agreed.

The story, which attempts to justify this batts-ass concept, runs something like this: While on tour with his basketball team in Japan, Shaq, who's flicking through an ancient martial arts book, is transported into another dimension.

Hmm. Anyway, with 11 fighting characters and a whopping 24 Megacart, Shaq Fu is due for release in the United States this autumn. More news soon.



Yoinks! This is going to be the best SNES game ever, or I'll eat my bleeding hat.

Super Street Fighter II

Due to be shown for the first time at the Summer CES Show in Chicago, Capcom's third Super NES SFII game is rumoured to be a whacking great 32 Meg (32 Meg!) monster. If these rumours are correct, then this could be as near to arcade-perfect as any Super NES game has ever been. It'll also be guaranteed to put up a decent fight against...

... Mortal Kombat 2

Acclaim's inevitable sequel to the smash-hit, Mortal Kombat, is due for release in September. Blood fans will be disappointed to hear that Nintendo is firmly sticking to its no-gore policy, but sensible people will enjoy what promises to be a game way ahead of the original. If you want to get an idea of what to expect, go and check out the arcade version of Mortal Kombat 2. The babilities are awesome.



But it's still not as good as Street Fighter Turbo!

Marvel's big greenie

Just in case you hadn't heard, The Incredible Hulk is one of Marvel Comics' superheroes (and the star of a naff 70's TV show which reworked old plots from The Fugitive). He's also the latest of Marvel's stars to get his own video game.

Hulk has to fight through five platform levels defeating Tyrannus,



The Hulk can't fly, can he? He's just green and big.

Absorbing Man, The Abomination and The Rhino on his way to a final confrontation with The Leader. (I never liked Gary Glitter, either).

Superheroes aren't exactly rare on the SNES, but we'll have to wait till June to find out if the Hulk really is incredible. As long as it's better than Captain America, we'll be happy.



Here we see the Hulk kicking someone's head-in.

Blow football

Yet another cartoon platformer, I'm afraid. This one's based on The Hurricanes TV series - a forthcoming show which centres around the adventures of an international football team.



Shades of Soccer Kid? Only time will tell.



Platform fun for everyone! Hooray!

In the game, The Hurricanes have been challenged to a match by their arch-rivals, The Gorgons, and it's up to you to get The Hurricanes to the match on time. You control the team's players as they kick balls around the screen to flick switches and knock out enemies. Yeah, okay, it may sound like Soccer Kid, but you never can tell with video games.

Expect to see The Hurricanes show on television soon and the Super NES game sometime in June. Well, whaddya know? That'll be World Cup time. What an amazing coincidence.

Motorbikin'

Have you seen the Biker Mice From Mars cartoon on The Big Breakfast? It's a bizarre show starring three rodents (but that's enough about The Big Breakfast). Modo, Vinnie and Throttle are on Earth to stop Lawrence Limburger from stealing the Earth's soil. Oh dear, all sounds a bit too intentionally whacky and zany for my liking, but fans of the show might want to check it out when it arrives this Christmas. Konami are the chaps responsible.



Yes, it's time for 'zany' things. Oh dear!

it's a kind of magic...

"At last a serious rival to Zelda..."
- GAMESMASTER: 90%

SUPER ACTION: 89%

"The only real pretender to the
Zelda crown" - TOTAL

SNES FORCE: 93%



Westwood
STUDIOS

Virgin
INTERACTIVE
entertainment

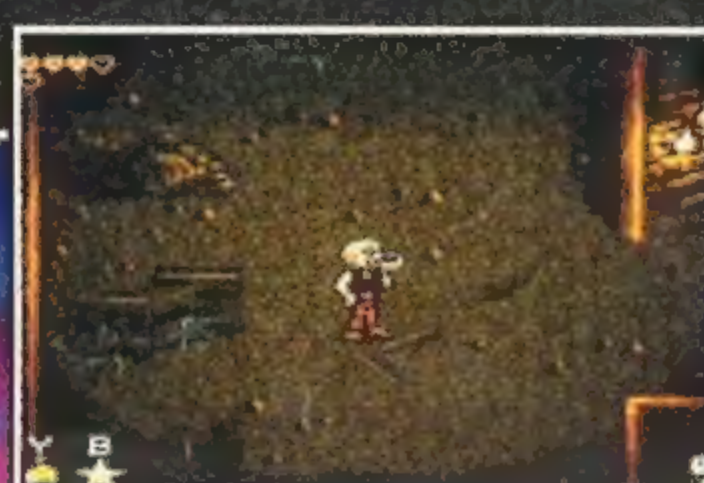
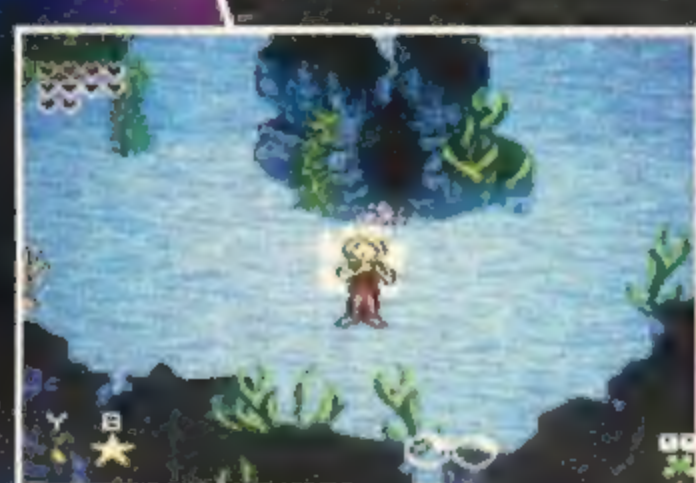
Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION

A host of evil creatures has besieged this once pristine land. From his underground palace, the Shadow King is directing his minions, the Meanies, to infiltrate, corrupt, and destroy all things of beauty. The Shadow King is winning; all in the land will soon quiver from his vile gaze.

Swept away by a raging river while trying to save a beautiful maiden, Young Merlin finds himself in this enchanted land. As he explores, he discovers the Shadow King's hideous plot. Armed with an arsenal of magical objects, Merlin enlists the help of the Lady of the Lake to vanquish the Shadow King's evil minions. It will take all Merlin's cunning and skill to penetrate the Shadow King's defences and crush him for ever.

©1994 Westwood Studios, © 1994 Virgin Interactive (Europe) Entertainment Ltd.
Virgin is a registered trademark of Virgin Enterprises Ltd.
All rights reserved.



WAY OUT EAST



Super Deformed Golden Fighter

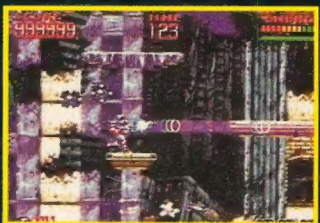
No straight up, that's what this game's called – Super Deformed Golden Fighter. It is, as if you hadn't guessed, yet another Japanese beat 'em up with colourful Manga graphics and lots of silly characters. It looks a cut above the average beat 'em up and it has some great-looking special moves. Best of all though, you can choose a griffin (mythical lion-birdy type beastie) as one of your fighters. Sounds interesting.



Oh no! Not another Manga-esque beat 'em up.

Return of Turrican

Turrican's a real, old work-horse of a game. The platform blaster began life on the Amiga six years ago. Since then it's appeared on the Super NES and NES – it's even appeared twice on the Game Boy, once as Turrican and again under a thin disguise and the title of Universal Soldier. Every Turrican game's had the same sprawling levels and directionless gameplay, but this new SNES sequel looks to be more akin to the phenomenal Super Probotector. The graphics have improved and the special effects are well up to scratch. Don't look for the game till the autumn, though.



Better graphics, but how does it play?

Fatally Yours

Now here's something that looks a bit special – Fatal Fury 2 on the Game Boy. One of the better Street Fighter II clones around, FF2 on the Super NES was good fun and a very creditable conversion of the Neo Geo original (TOTAL 26: 78%). All of which makes its debut



Kick, punch, kick some more. And jump as well.

As though our humungous nine page Inside Nintendo feature wasn't enough, here's another dose of odd Japanese happenings.

on the Game Boy look even more impressive. All 12 characters and bosses are in there. They've also managed to include all the moves and backgrounds. Graphically, it looks superb and, from what we've heard, the gameplay's just as good, too.

Cleverly, you can deliver punches and kicks of different strengths by adjusting the length of time you hold the fire button. The game gets its Japanese release in March and it's well worth tracking down at a friendly import shop.

Return of the Rivals

The Peace Keepers is the latest game in the Rival Turf series, and it looks as if it's going to add a whole load of new features to the Double Dragon/Final Fight style of games – and about time, too, if you ask us. There are four characters to choose from and, as you meet up with other fighters, you can opt to play as them, as well.

The game's story unfolds differently every time you play it, offering you changing levels and a little more freedom to explore. In addition to the two-player option, there's also a simultaneous four-player mode, but it's not the full game. Instead, the four players simply fight against each other in a battle royal.

Retro revival!

The spookiest news from Japan was that the Famicom (the NES in this country) sold over a million units this Christmas. There are a couple of reasons for this. Apparently the Japanese love the new shape and the machine is dirt cheap. Around twenty quid a throw. Not bleedin' bad.

Perhaps the most important reason though, was a game called Final Fantasy III. Apparently, this is the most successful game on the 8-bit machine since Super Mario Bros. 3.

This rather strange anomaly has meant that many companies, who had previously given up on the 8 bit machine, have started gearing up for more NES releases. And the good news is that the new-look Famicom might even get a release in this country.

The problem with the new 8-bit Famicom is that it comes without a power supply or a TV lead. Still, you can use the power supply from your Jap SNES and the SNES multi-out lead, so that shouldn't be too much of a problem. Doesn't it strike you as bonkers, though, that Nintendo are encouraging people to downgrade to the 8-bit again after all this time? It could only happen in Japan – and indeed it has. They're bonkers, simply bonkers.



Is this the saviour of the 8-bit? Could be.

Big in Japan

Wide ranging earth tremors were reported recently in Tokyo. Authorities were quick to dispel rumours which claimed the quakes were connected with the arrival of Frank O'Connor, but sales of haggis and kilts did increase tenfold at the time of the anomalies.

Atlantic crossing



Two top American games will shortly be making an official debut on the UK's shelves.

Battletoads/Double Dragon is the Super NES version of the cracking NES title. The good news is that the game looks identical to its 8-bit predecessor. Hopefully it will play better than the previous Super NES Toads game.

Side Pocket, a brilliantly playable pool game, is also rumoured to be

A small black motorcycle as seen in the cameo of sequences of Side Pocket. Or something.

heading our way, but whether it'll be as good as Mindscape's Pool (TOTAL 23: 82%) is another thing entirely.

Expect reviews on both of 'em in the very near future. Like the very next issue of TOTAL.



Hit the 'Super' ball and everything goes nuts!



Cried! Now, here's a girl worth a two-ball plant!

Absolute zero

Zero points for this one in the old timing department. When Winter Extreme finally comes out, the Winter Olympics will be long gone. Still, you might just be interested in this Mode 7 skiing game, which lets you try your hand (or is that knee) at downhill skiing, slalom, giant slalom and snowboarding. Dodge obstacles like ice and dirt patches, and steer through the gates to finish a course.

Winter Extreme's Mode 7 looks highly impressive. In fact, James is so enamoured with its graphics, that he's been dragging strangers off the streets to take a look at it. The game itself, however, seems to be just another average isometric racer.

The course map reveals the true horror of the length and twists of the ski run. Nasty! Very nasty!



Snowboarding – for folks with a death-wish.

Bare SNES-essities

The all-singing, all-dancing movie is set to arrive on the SNES in July, courtesy of those nice people at Virgin. The game's being programmed in the UK by Eurocom and TOTAL bobbed along to take a look at how it's developing. For an idea of the gameplay check out the NES and GB reviews in this issue, then double it! The graphics are spectacular, but let's just hope it's harder than Aladdin. Look out for a full review soon.



Mogli, or is it Mowgli, or even Magli? I don't know. Anyway, the jungle boy's in this game.

graham taylor not included!

"Virtual Soccer is the most rounded and playable footie game to date" - NMS: 93%

"...even better than Striker" - Super Play

"...In my opinion this is the best footie game yet." - Super Pro



VIRTUAL SOCCER is a footie fan's dream come true! More than just a game, it's designed to let you experience every aspect of this spectacular sport!

Just take a look at this:

- A choice of three pitches: Top view, Side view and Flat view.
- An international selection of 24 teams that vary from super tactical to downright dirty.
- Detailed graphics and animation.
- A variety of formations to choose from.
- Variable weather and pitch conditions.
- Player injuries.
- Realistic penalty shoot-outs.
- Intentional fouling.
- Five different referees ranging from blind to Spartan.
- Individual statistics including Kick Power, Stamina and Speed.
- An after-match analysis.

Need we say more?

© 1993 Hudson Soft

Virtual Soccer is a trademark of Hudson Soft.
Virgin Interactive Entertainment (Europe) Ltd.
Virgin is a registered trademark of Virgin Enterprises Ltd.



HUDSON GROUP
HUDSON SOFT



**INTERACTIVE
entertainment**

Nintendo

SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION

PREVIEWS

Edwin Starr once sang, "Hold on, I'm coming" in a small nightclub in New Orleans. (Probably.) Strangely enough, that's also the song that our preview games would sing – if they had voices and lungs and stuff, instead of just few RAM chips and a wodge of plastic. Oh dear! I seem to have lost the thread again. Sorry. Where was I? Oh, that's right. The TOTAL previews section.

FIFA International Football

For: **Super NES**

From: **Ocean/Electronic Arts**

Out: **June**



The graphics are certainly better than the Mega Drive version, but how does the gameplay match up? We'll wait and see.

Could this be the best football game yet? Well, it's certainly got the right pedigree: Produced by EA, the same people who brought you the stunning Madden NFL '93 and NHLPA Hockey '94, FIFA International Soccer has already received much patting on the back from the Sega press.

Unlike the behind the goal point of view used in Striker and Sensible, FIFA has an isometric, 'camera angle' type perspective.

It also has bigger and more detailed sprites. There are over two thousand frames of animation for the players, so they naturally look pretty spectacular, especially as they go through some wholly gratuitous celebration ritual after every goal.

There are 40 international teams to choose from, all modelled on the real squads, and there are tons of options to alter team formations, strategies and playing styles. There are league, Cup and friendly matches and you can also have up to five players with a Multitap.

FIFA International Soccer will be out in June, just in time for the World Cup – and just in time to do battle with umpteen other footy games.



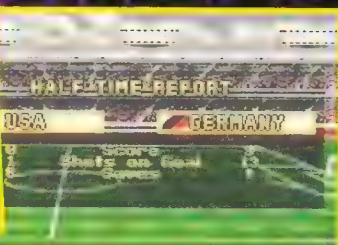
A top shot at goal from England. Obviously the realism isn't too great.



Boing! The ball comes off the post at incredible speed and the crowd goes wild.



Red-hot, goalmouth action is the order of the day.



The half-time report reveals a sad tale of naff play on both sides and a complete lack of any kind of excitement. Yep, it's footy all right.



Whatever you do, don't choose America, they're rubbish, except for that bloke out of Nirvana.

Star Trek: The Next Generation

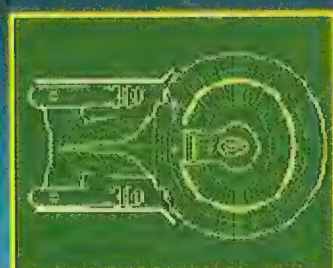
For: Game Boy

From: Absolute

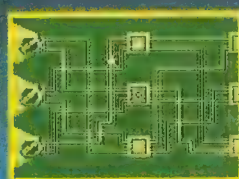
Out: Now



Jeez! It's just one problem after another with these Federation types.



If you ask Lt Worf nicely, he'll raise the Enterprise's shields via this very screen.



It's red alert time again, so warn them that phasers.

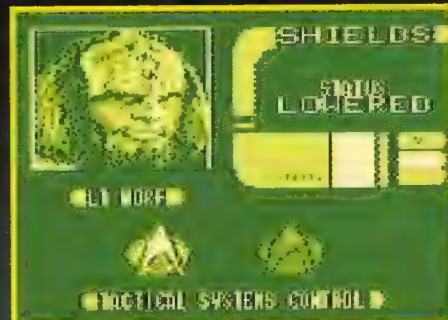
Sart out the ship's crew - are we having fun yet?



Star Trek: The Next Generation made the original, rubber-suited, 60s television series look comically dated, and the new Star Trek TNG game looks set to similarly embarrass the first Star Trek Game Boy title (TOTAL 10: 57%).

You play the part of one of the best cadets at Starfleet Academy, where you have to under go the Advanced Holodeck Tutorial. This is a training programme written by old pointy-head himself, Captain Jean-Luc Picard. It's purpose is to test your ability to command.

The Advanced Holodeck Tutorial puts you in charge of a simulation of the Starship



Eh? Frank usually gets time to put some make-up on before his photo's taken.

Enterprise, but you can't just jaunt around the cosmos willy-nilly. No, in order to succeed in your training you must complete a variety of different missions.

You give orders to the crew members covering every aspect of space travel - navigation, engineering, combat, transporters and sensors. The graphics successfully capture the feel of the TV show and, Romulan sabotage permitting, this should be a playable Enterprise sim. We'll have the full review next issue.

Dollucky

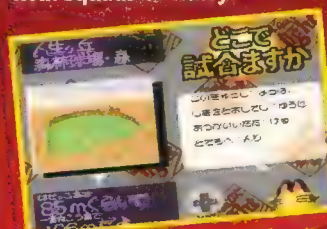
For: Super NES
From: Imagineer
Out: Now

Bizarre, strange and almost indecipherable at times. Yup, that's the Japanese for you. It's also an apt description of Dollucky Plays Baseball, a game which lets you play with squads of fluffy



Mental characters and bonkers action aho!

teddies, uppity chickens and blue bears. Oddness abounds here, as the game's presented, TV-style, by a stern looking Koala bear anchorman (Alan Partridge, he isn't). Thankfully, it's quite a playable game and the silliness of the thing only serves to make baseball fun - wonders will never cease!



Choose your preferred baseball field, indoor or outdoor.



Yes, this game is as hatstand as it looks.



Catch the ball! Catch the ball! Catch the... Oh bugger!

Ultra Golf

For: Game Boy
From: Konami
Out: Now



It's golf, but Konami programmed it, so it must be good.

The Game Boy laps up simple, playable games and Ultra Golf looks like the ideal handheld sportster. The game itself



The user-interface is rather jolly and friendly.

is no more advanced than many a five year old golf simulation, but it's right at home on your little grey pal.

There are two 18 hole courses, a full golf bag of clubs and an easy to learn control system. There's also a two-player option that lets you and a mate play a round together on the same Game Boy.

Graphically, it's fairly basic - the course is seen from a map view with an overhead close-up of the putting green. To be honest the gameplay is virtually identical to Nintendo's brilliant Game Boy Golf cart (TOTAL 1: 92%). Can't be bad, eh?



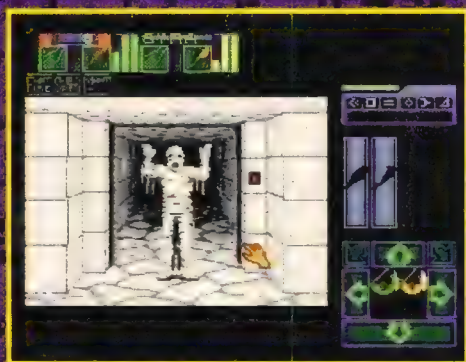
Head for the green and putt to finish. It's all very golffy.

Dungeon Master

For: Super NES

From: JVC

Out: April



Cripes, Mummy. I don't think I like this triangular house, after all... (And to think people get paid to write this crap - Frank)



Groink! It's all dark and scary. I want to go home now, please.

So, Dungeon Master's finally made it to the Super NES, eh? This game first came out on the Atari ST in 1987 where it was hailed as a revolutionary concept. A Dungeons & Dragons style role-player, Dungeon Master enables you to control a party of adventurers as they hack and slash their way around a load of spooky, subterranean catacombs, searching for treasure chests and fighting big, scary monsters.

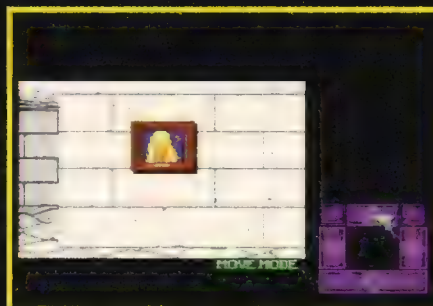
There are secret doors to find, keys to collect and levels to map. Now, Dungeon Master was a ground-breaking game, but the years haven't been kind to it. Wolfenstein 3D and Jurassic Park have shown that the Super NES is quite capable of handling moving, 3D graphics. So how Dungeon Master's static, step-by-step backgrounds will fit into today's market remains to be seen.

Still, there aren't many games like this on the SNES. Might & Magic 2 is the only one which springs to mind, but that suffered from an old fashioned RPG feel.

Dungeon Master will be out in April, but you can see more of it in next month's TOTAL, when we'll be bring you the full review.



What could be down those stairs? Something horrible, I expect. It usually is in this game.



A tacky picture of some bird ruins the gothic atmosphere of the creepy dungeon.



Have a drink from the spring, but don't wash your socks in it.

Bugs Bunny

For: Super NES

From: Sunsoft

Out: TBA

Oh dear. This is one for the false teeth and a flat cap brigade, because for once their nauseating line, "They don't make em like they used to," is actually apt. It seems every cartoon character is trying to be street and savvy, but I'm telling



Yikes! It's Yosemite Sam and he's right behind you!

you, Bugs was there first - fifty bloody years ago! The cartoons are still great fun and full credit has to go to Sunsoft for capturing the 'toons' atmosphere in their latest SNES game.

It is a platformer and it is based on a well-known character, so we can only hope that it's a cut above the usual uninspired tie-

ins. The graphics, as you can see, are spot on and the game also includes a clutch of satisfying tunes and samples lifted directly from the cartoons.

The gameplay's of the jump-on-the-baddies variety and the early levels don't look too bad. For the full story on Bugs Bunny look out for the full carrot-chomping review coming soon to a TOTAL near you.



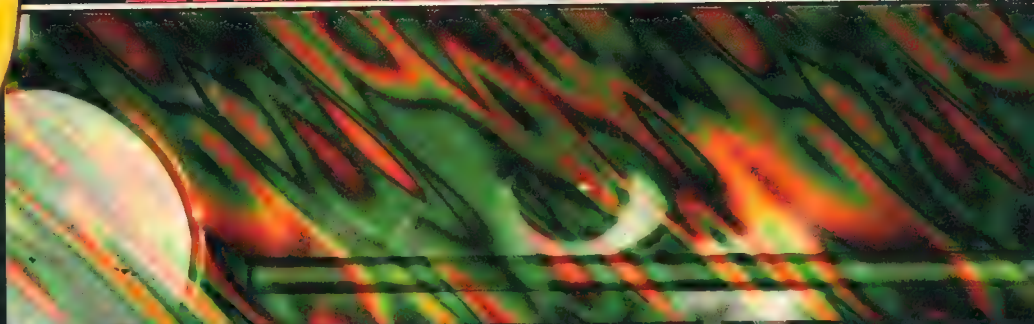
Elmer Fudd, hero of the people and self-proclaimed rabbit-hater, sets out to destroy Bugs Bunny.



Stop and have a pint Bugs. You must be a bit thirsty after all that crime fighting.

CHOPLIFTER III

down behind *ENEMY LINES*



NAME: JOHN E. WARREN

RANK: SERGEANT

SERIAL NUMBER: 550628741

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines.

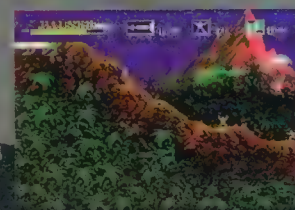
He's wounded, sleepless and desperate for help.

There's no time for diplomacy -

YOU'RE GOING IN!



© 1993 Broderbund Software Inc. All rights reserved.
© 1993 Beam Software PTY Ltd



SUPER NINTENDO
ENTERTAINMENT SYSTEM



A couple of issues ago, we ran a competition offering some lucky reader the chance to accompany Frank O'Connor on a visit to Nintendo's HQ in Japan. That lucky reader was Gareth Bailey from Polperro in Cornwall.

What follows is the biggest exclusive in video game magazine history! A one-off look at Nintendo's research and development centre, a trip to Konami and lunch with Shigeru Miyamoto, the creative genius behind the Mario games. First stop though, was Tokyo, the most spectacular city on Earth.

Konichiwa

The Japanese have a saying, but it's in Japanese, so I haven't got a clue what it means. The Japanese language is a good indication of just how different Japan actually is. Imagine an alphabet with over three thousand letters, each with several meanings. Sesame Street would certainly have its work cut out for it. And the language barrier is just the start.

Every single aspect of life there seems insane. At least, it does at first. Delve deeper and you'll discover that the apparent chaos is just a different kind of order. The reasons for Japan's seemingly bizarre nature are easy to see. The country deliberately cut itself off from the rest of the world for over a thousand years. In fact, their first real contact with the West didn't come until the 17th century, when a few Portuguese explorers happened upon what they saw as the strangest place on Earth.

Japan did have contact with mainland Asia before this, though. Indeed, the country spent hundreds of years at war with China. Many Chinese rulers, including the mighty Genghis Khan, tried in vain to invade Japan. Two things stopped them. One, the Japanese were pretty good at war and two, they had the gods on their side. Yep, that's right. Japan was saved from two major invasions by the weather. Two mighty Chinese armadas were scuppered, when incredible storms sunk almost every ship. The Japanese called these storms

'Divine Winds', or to use the Japanese expression, 'Kamikaze'. Yes, the turbo-nutter, suicide pilots of the second world war were named after these same winds.

The Japanese culture is based on discipline and hard work. Most of the things we take for granted are treated as art in Japan. Carpentry, cooking, even tea-making are skills that must be mastered rather than learned. This discipline has taken them from almost utter devastation after the second world war, to a position as the world's most envied economic state.

The capital of this state is Tokyo – a city of bizarre inconsistencies. It has the most industrialised landscape on Earth. Certain parts of the city actually look like scenes from the Manga film, *Akira*. And the futuristic Los Angeles portrayed in *Blade Runner* was just a sleepy hamlet by comparison. On the other hand, its city centre also has some of the most beautiful parks and castles in the world.

In every other industrialised city in the world you'll find problems with crime, drugs, litter and all the usual

NEC's gigantic headquarters dominate the Tokyo skyline. Just think, they invented the PC Engine in there. I believe it happened by accident somewhere on the fourth floor – just near the lavvies.

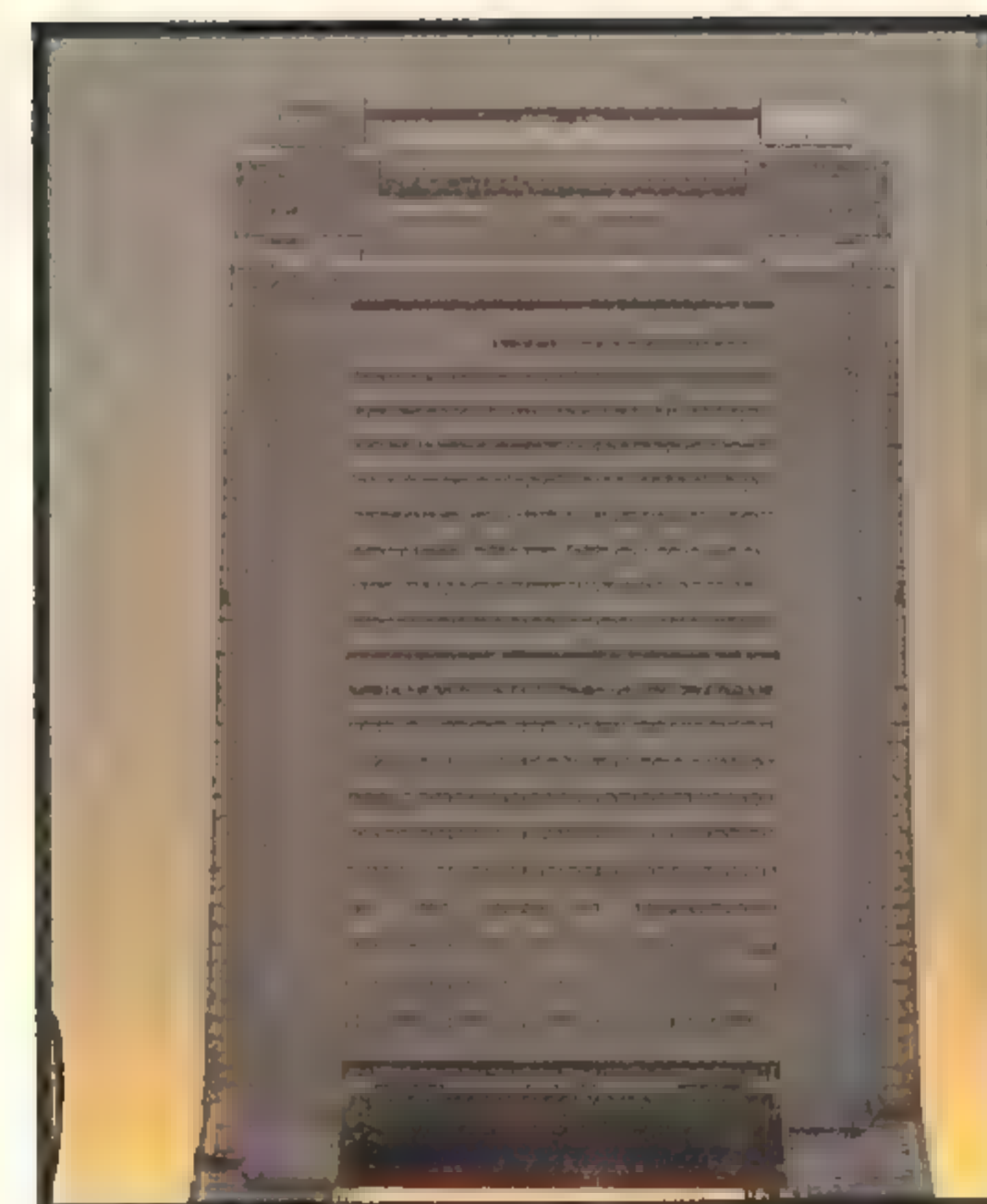
anti-social problems. Tokyo, however, is as clean and pleasant as a city planner's dream. I can think of no other city where it's safe to let children out after dark. The people really are delightful. During our trip, Gareth and I got a bit lost while looking for an underground station (oh, all right then, we got completely and utterly

lost), but when we asked a stranger for directions, instead of just giving us a rude British brush-off, he walked half a mile out of his way to take us there himself.

There's an odd paradox here, though. There's no violence or filth anywhere in the Tokyo, but TVs and magazines pump out a constant stream

of brutality and pornography. Sex and violence are just as much a part of Japanese TV, as crap soap operas and duff sitcoms are in the UK. Perhaps there's a lesson here for the dogooders who're trying to sanitise our video games.

The game culture in Tokyo is overwhelming. There are hundreds of game stores in the centre of Tokyo, featuring all kinds of unusual and unique game items. The games them-



selves are supported by all kinds of merchandising, including toys, video tapes and even food. If you thought Jurassic Park was hyped, you should see what the Japanese are doing with **Dragon's Quest** and **Dragonball Z**. We're talking some amazing TV ads with spectacular special effects and fabulously surreal imagery.

Arcades are big business, too. There are large, clean and incredibly busy coin-op parlours all over the city. The machines themselves are pretty amazing, in addition to the huge screens, they also include perfectly pitched speakers. Most of the machines are squat affairs, which are played from the comfort of the arcade's chairs. It only costs around seventy pence to play even the most recent games, and the wholesome atmosphere and smart facilities make this incredible value. You don't find many kids there, though. Most of the arcades we visited were populated by young professionals.

The Nintendo carts aren't exactly cheap, though. At only around a tenner less than their British counterparts, new Super NES carts can hardly be considered bargains. Shop around though, and you can pick up older games quite cheaply. In Japan, most of the copies of new games are sold within the first few days of release. Wait a couple of weeks, though, and you can pick 'em up about twenty percent cheaper.

Cart pricing is really only a problem in Tokyo. We visited a street



This building nestles neatly between skyscrapers. Weird!

Tokyo contrasts the old with the new. Here's the buzzing skyline of Tokyo's city centre as viewed from the walls of the majestic Imperial Palace. Ancient Japanese culture meets the throbbing metropolis.



Wa Tokyo

in Kyoto that was packed to throbbing with spectacular bargains. One shop, called **Magical Brain**, dealt solely in second-hand carts and had some unbelievable bargains. **Super Contra** for three quid. **Pilotwings** for a fiver. They even had recent games, such as **Breath Of Fire**, **Street Fighter Turbo** and **Starfox**, for around a fiver. PC Engine Duo's were being exchanged for around £90, Neo Geos for just over £100 and brand new Super Famicoms for £60 a throw. Not bloomin' bad.

Japanese games mags also offer good value for money. The publishers are able to keep costs down by including black and white sections and using dodgy paper. The problem is, they never slag anything off. If it's rubbish, they just don't bother mentioning it. There are dozens to choose from, but the best are probably Famicom Tsushin, The Super Famicom and Log In. You won't be able to make much sense of them, but the pictures sure look interesting.

The sheer number of magazines is staggering. In one shop alone there were over 200 different mags – and that doesn't include books and specials. There are also off-shoots, like magazines that include music CDs, magazines about arcade games and even magazines about magazines! The Japanese certainly take their gaming very seriously.



Gareth Bailey – the world's spawniest git?

The big news of the moment was the imminent arrival of the coin-op, **Super Street Fighter X**. The sequel apparently boasts brand new moves and much faster gameplay. There were posters announcing its launch in most of the arcades we visited. We also heard that the massive 32 Meg, SNES version of **Super Street Fighter** was nearing completion. With the promise of arcade-perfect gameplay, it looks like the whole Street Fighter phenomenon is about to start all over again.

Japan is a fantastic place, but sadly, it's so expensive that most people will never get the chance to visit. If, however, you're fantastically wealthy, you should get on a plane right now and check it out. It's the nearest thing to an alien civilisation on Earth. The people are cool, the country is beautiful and it's completely obsessed with video games!

FRANK



This fire hydrant gives you an idea of just how firmly rooted Manga is in Japanese culture.



This river in Kyoto can be crossed using the backs of giant concrete turtles. Bizarre.



The Imperial Palace, which is guarded by some mean-looking guards, stand just minutes away from the Ginza shopping district.

TV heaven in hell city

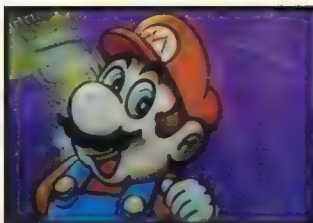
Japanese television is packed to bursting with amazing video game ads and games-dedicated TV shows.

The ads are brilliantly produced and feature all manner of weird ideas. And talking of weird, they even have a show all about arcade games. Imagine that! A half-hour TV program dedicated to

coin-ops! Below are a couple of examples of late-night Japanese TV. A definite improvement over Prisoner Cell Block H and the Late Show, I think you'll agree.

There were also loads of naked ladies, but we won't show you those, because this is a family mag. And besides, I never watched them. Honest!

Wario Land



The ad for Game Boy Wario Land is bonkers...



... And I couldn't understand a bleeding word of it.

Crazy Banpresto

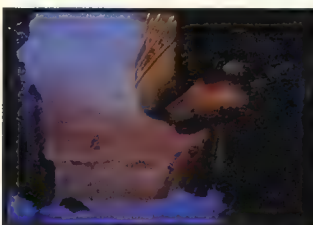


This Banpresto RPG ad featured ace animation...



... And lasted an incredible five minutes.

Final Fantasy III



This is the big thing in Japan at the moment...



... And it's an NES game of all things! Crazy.



Most of their ads have spectacular special effects...



... But this one was special, even by their standards.

"This is what platform games should be about... amazingly good fun."

"...a superb platformer which really shows off the SNES."

"RBA boasts some of the best graphics I've ever seen."

Nintendo Magazine System

91%

"Challenging, playable and utterly hatstand."

"Eat your heart out Sonic." "Lovely to look at,

great to play and bags of fun. Buy it!"

Total

90%

"A bit of a must buy, unless you're originally insane

or terminally stupid." "Konami have once again

proved that they can consistently provide

highly charged and diversified game play."

GAMESTARS

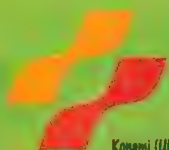
90%

Rop's
TwinBee

RAINBOW BELL ADVENTURES



SUPER NINTENDO
ENTERTAINMENT SYSTEM



KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE Telephone: 0845 853000 Fax: 0845 853009

ALSO AVAILABLE IN NAVY.



GET A LIFE. IF YOU AGEN'T READY TO LEAVE SCHOOL, BUT
ARE READY TO THINK ABOUT WHAT HAPPENS WHEN YOU DO,
SEND FOR THE INFORMATION PACK ON TELEPHONE 0345 100123.



NAME (MR, MS) _____ DATE OF BIRTH _____

ADDRESS _____

POSTCODE _____ TELEPHONE _____

We are equal opportunities employers under the Race Relations Act and welcome enquiries from all ethnic groups.

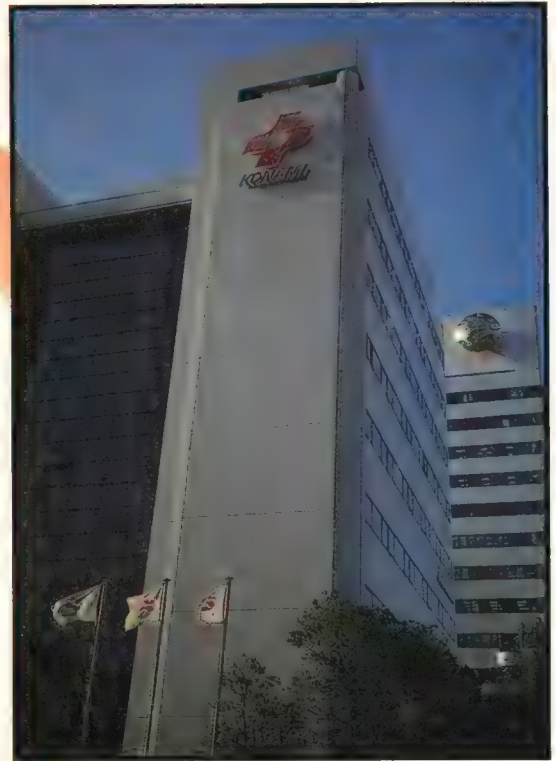
Send the coupon to Naval Careers Service, Department (SG-78514), FREEPOST 4335, Bristol BS1 3YX. No stamp needed.



SEE THE WORLD. DIFFERENTLY. NAVY



The imposing Konami building towers above the surreal Kobe landscape.



Konami



From Entertainment To Intelligence

While we were in the neighbourhood, so to speak, Konami very kindly invited TOTAL to visit their research facility in Japan. As you're probably aware, Konami are one of the most consistently impressive software company in the business, so we weren't about to say no. On our fourth day in Japan, we caught the famous Bullet Train – shot straight past the awesome symmetry of Mount Fuji – and headed to a place called Kobe on the east coast...



Konami Baseball is currently the best-selling Super Famicom cart. And it has the hype to match.



Cute Manga-style characters and plenty of variety are typical of Konami games.



This is the only picture of Konami's research and development lab ever printed.

Kobe is a remarkable city. When the planners realised they'd run out of land to build on, they simply expanded out into the ocean. The huge artificial island is the result of billions of yen and some amazing breakthroughs in engineering technology. Konami's research and development headquarters are located on this island, right next to a gigantic fun-fair.

The Konami building is fairly stunning in itself. The vast, white obelisk has amazing views over the bay, and it was here that we met **Kuniaki Kinoshita** and **Katsuya Nagae**. These are the chaps responsible for Konami's Super NES development facilities. And likely candidates for a bit of inside info, methinks...

Mr Kouzuki, the chairman of Konami, inherited the business from his father in 1969. At that time, Konami only dealt with amusement arcade machines along the lines of **Pachinko**. Their first real video game was a rather primitive coin-op called **Astro Invader**. This was reasonably

them to survive until they struck it rich in Japan with Nintendo carts. Konami converted many of their early hits onto the then booming Famicom (NES). They were among the first companies to join forces with **Nintendo** and have enjoyed a very special relationship ever since.

Now more financially secure, they began to invest in technology, developing their own arcade hardware and using that experience to develop new chips. These chips, known as **LSIs**, are similar to the processors you find in the SNES. They handle specific functions, like graphics and music. Konami began to pioneer the use of additional hardware in video game carts, and many MSX and NES games would've looked pretty poor without the assistance of Konami's LSIs. In many ways, DSP carts like *Starfox* and *Virtua Racing* are simply extensions of this principle.

Konami's games vary from the conventional, like **Gradius** and **WEC Le Mans**, to the downright bizarre, like **Parodius** and **Pop 'N' Twinbee**.

Konami will make loads of money. For this reason, they plough vast resources into each game they create. A team of ten programmers, musicians and artists are assisted by game designers and technical support staff. There are several such teams at Konami's Kobe HQ, and each one is dedicated to bringing you a very special experience.

Konami have big plans for the SNES. With around thirty million machines worldwide, the Super NES is easily their most lucrative market.

They're currently finishing off **Lethal Enforcers 2**. Their biggest selling game to date, however, has been **Turtles Tournament Fighters**, which proved immensely popular throughout the world. Konami don't dwell on the past though, and are currently flushed with the brilliance of their latest release, **Legend Of The Mystical Ninja 2**. Not surprising really, it's a fab piece of software. Konami aren't too sure if it'll make it to Europe though, so get writing to demand that they release it at once! (Address at bottom of this page)

Mr Kinoshita wouldn't confirm that Konami are working on **Project Reality**, but he did mention that they had a large team of 3D programmers who were fully prepared to produce spectacular polygon-based games.

It seems that the way ahead for Konami lies in two directions – networking and CD. Konami were one of the first to experiment with linking games machines. Indeed, they once linked 500 computers together for a driving game!

CDs have many advantages, not least of which is software pricing. It's very cheap to manufacture CDs, but you can also do an awful lot with them. RPGs can be bigger, include better animated sequences and the music can be improved, too.

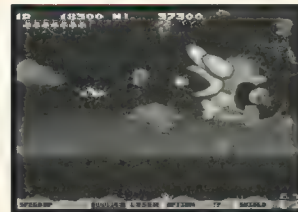
With a past history like Konami's, it's hard to see how they can possibly put a foot wrong. And it's encouraging to know that as far as they're concerned, the most important person is you – and not the bank manager. **FRANK**



Konami classics

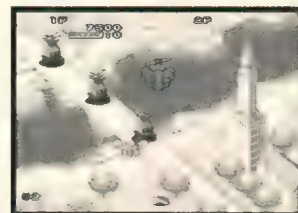
Check out this short history of Konami's greatest games. They really are the absolute business.

Parodius



Parodius is like Gradius – only mental.

Pop 'N' Twinbee



Pop 'N' Twinbee adds a new slant to the vertical shooter.

Turtles TF



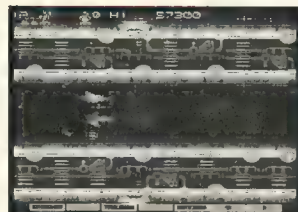
Turtles is Konami's most successful title to date.

Castlevania IV



Simon Belmont has proved very lucrative for Konami.

Gradius III



The best blaster ever made? Konami think so.

mi


successful when it was released in the States and the money they made helped them to expand the company. They then went on to produce legendary games like **Scramble** and **Track And Field**.

It wasn't all success, though. Konami didn't do nearly so well in their home country, where business traditions made it hard for them to expand. They were huge in the States, however, and this helped

As Mr Kinoshita explained, "We have a lot of weirdos working for us. There are some very strange people in the research facility." Quite. The characters and situations in many Konami games are surreal to say the least. Let's face it, being attacked by a roast chicken in the depths of space would give Salvador Dali nightmares.

Konami believe it's the consumers who make them successful. If players like a game, it will sell well, and

Peter Stone, Konami, Television House, 269 Field End Road, Eastcote, Ruislip, Middlesex HA4 9LS



Nintendo's Japanese, and indeed world, headquarters can be found nestling in the suburbs of Kyoto – Japan's ancient capital and one of the most beautiful cities in the world. The gleaming white building is hidden from prying eyes by a huge and vastly imposing wall. The only entrance is through the unmarked gates, which again give no indication of the amazing complex which lies beyond the walls.

It was an early morning start for Gareth and I, and not really knowing what to expect from our Japanese hosts, we were both extremely nervous. Our apprehension was later augmented when we were collected from the hotel by a Nintendo representative in a huge limousine.

After running a small gauntlet of security, Gareth and I found ourselves inside the anonymous white-walled palace. Nintendo's HQ is the cleanest, shiniest building I've ever seen, but there was no time to stop and gawp, because we were immediately greeted by **Yasuhiko Hirose**, one of the key managers of Nintendo's international sales. Yasuhiko ushered us into a cathedral-like meeting room where we were joined by the two most important men in the history of video games – **Gumpei Yokoi**, Nintendo's hardware genius, and (gasp) **Shigeru Miyamoto**, the creator of Mario!

In the finest Japanese tradition, Gareth was presented with a selection of gifts. These included several sets of wonderfully crafted and expensive Nintendo playing cards and an extremely rare Mario World watch.

The spawny git. We were both a little surprised by the warmth of our reception. The people from Nintendo were friendly, affable and basically cool.

They didn't hang around, though. Within moments of our meeting, we were whisked away to just about the most secretive place on the planet – Nintendo's research and development centre. The department virtually fills the large building next door to the main headquarters. Unfortunately, they were fully prepared for my journalistic tendencies and had hidden much of their current research behind large, solid partitions. They were, however, surprisingly forthcoming about future developments.

They made no secret of the fact that much of the department was preparing for Project Reality. The room was filled with startling music and sound effects, and the temptation to peek over the partitions was almost overwhelming.

There was no time, however, as we zipped off to meet the team who were busy putting the finishing touches to **Stunt Race FX**. The game was apparently delayed because Shigeru Miyamoto wasn't completely satisfied with the product. Several things have changed since the game was unveiled at the Las Vegas CES and we can assure you, the final product will be pretty damn special.

Next up, was an exclusive preview of **Super Metroid**, as both Gareth and I were encouraged to try out the finished version. Nintendo are very proud of their new Super NES title and with good reason. This follow-up



TOTAL is the first British magazine ever to be invited across the hallowed threshold of Nintendo's Japanese and world headquarters. They let us in on some big secrets, flaunted their latest games and generally showed us a flippin' good time. So, what exactly is going on in the home of video games? Read on and find out...

In the Giar



Shigeru Miyamoto demonstrates Stunt Race FX to the rather spawny Gareth Bailey.

to the original Nintendo smash-hit is absolutely stunning. It certainly wins the TOTAL award for the scariest intro sequence. The music's a bit spesh, too. In fact, I'd say it's the most atmospheric and impressive SNES score to date. Creepy tunes are backed up by a digitised choir and the end result is a haunting piece of music, like that featured on the Old Spice adverts – only scarier.

The game itself is possibly the biggest platform adventure yet. It features some superb gameplay and there are loads of lovely touches, like the way weapons react with the landscape. There are squillions of secret bits, too. The 24 Meg cart will be available just before summer, and it may even overshadow Stunt Race FX.

We were also treated to an exclusive look at the finished version of Nintendo's latest mouse product, **Sound Fantasy**. The game's really a musical version of **Mario Paint**, don't panic though, it's infinitely superior to that title. There are loads of game-



Gumpei Yokoi (the inventor of the Game Boy), Gareth Bailey and Shigeru Miyamoto pose for a rather cheesy shot. They're a really relaxed and friendly bunch at Nintendo's HQ.

based, music creation utilities (*Do what, Frank? – James*) and several out and out arcade games featuring musical themes. The best of these is a **Q*Bert** style sub-game, which uses sounds instead of colours. It's brilliantly addictive – as our hosts discovered when they tried to drag us away from it.

They did eventually manage to pry us away from the mouse, however, by inviting us to test our driving skills on Stunt Race FX. This was presented in another room, and Shigeru Miyamoto took us through the game personally. He thoroughly enjoys playing games, in fact, he enjoys 'em so much, that we had to wait ages for a go!

The game was only half finished when it made its debut at the Vegas CES. The one we saw, however, was virtually complete and included the

rather stunning two-player mode. This option enables the player to either race against a friend or attempt to bash their buggy to bits in the hugely addictive battle mode (à la Mario Kart). The number of different circuits hasn't been finalised yet, but it'll probably be in the region of twenty. A number which puts the three tracks in **Virtua Racing** to shame.

There were some other groovy features, too, like special Stunt Tracks, different difficulty settings and even a secret car, which you can only use when all the tracks have been completed. Mark my words, Stunt Race FX will be the most abused two-player game since **Street Fighter Turbo**.

Next up was lunch, where we were served Sushi and Tempura, which worried Gareth, no end. Raw squid and evil-smelling pickles may be a delicacy in certain circles, but not, apparently, in any of those that Gareth frequents. Still, he made a remarkable job of relocating the



Shigeru Miyamoto reads the best Nintendo mag in the universe. Hurrah for us!

various bowls and pushing the food around his dish. In fact, by the time he'd finished his careful arrangement, it looked like he'd eaten loads of it.

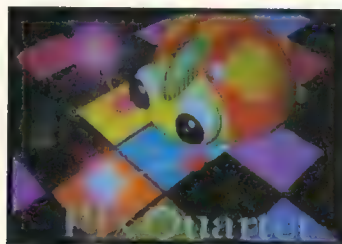
Manners and etiquette are very important to the Japanese. One false move and you can upset everyone. Even business cards can cause problems. If a Japanese bloke presents you with his card, you have to place it carefully in front of you and examine it for a very long time, putting it away, only when you have to leave.

I think we managed to keep everyone happy, but I'd like to take this opportunity to thank everyone at NCL for their help and courtesy. It was an unforgettable day.

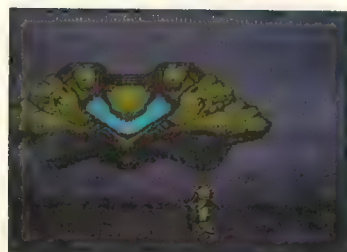
Nintendo are the largest video game company in the world, and after a day at their HQ, it's easy to see why. They're not the corporate monster people make them out to be. Nintendo are just a bunch of happy geezers with great ideas and the money and talent to realise them. If they do take over the world, then better them than anyone else. **FRANK**

T!

It's cave



Nintendo's secret research and development lab was absolutely buzzing as the tech-heads put the finishing touches to games like **Sound Fantasy** and **Super Metroid**. Hidden away, just out of shot, is the mysterious **Project Reality** lab. Sheesh! If only we could have taken a peek!





Crikey! TOTAL scoops a world exclusive! We personally interview the god-like genius, Shigeru Miyamoto, creator of the Mario games and all-round top fella!

Shigeru Miyamoto is the most famous, prolific and successful game designer in the world. Much of this fame can be attributed to one game, **Super Mario Bros.** Since then, he has gone on to produce some of the most playable and impressive video games ever made, and all for Nintendo. His games speak volumes for his ability and all set new standards in the genres they inhabit, including classics like **Pilotwings**, **Donkey Kong**, **Mario Kart** and of course, the Super Mario series.

Mr Miyamoto is a pleasant, relaxed and almost child-like personality – he's also incredibly nice and he really enjoys playing games. This, perhaps more than anything else, is the reason for his success. In his mid-30s, Shigeru Miyamoto dresses casually, avoiding the obligatory grey suit or crisp, white Nintendo uniform. We were itching to ask him some questions, and he was only too pleased to cooperate...

Frank: Where did you get the idea for Mario and the original Donkey Kong game?

Mr Miyamoto: Mario himself was brought about by a combination of accident and design. We had very poor graphics on those first arcade machines and, in order to make him look good, we had to compromise. He wore dungarees, because that way you could see his arms move. He had a hat, because his hair would have looked silly if it had remained static. His moustache was there, because there weren't enough pixels to separate his mouth from his nose. The

Shigeru Miyamoto

game itself was just an idea – running, climbing and jumping.

Frank: Super Mario Bros. is your most famous game. Can you tell us a little about the process that went into the game design?

Mr Miyamoto: The game is split into two halves. One half is the game itself, with the platforms, characters and all the things you can actually see. The other half is secrets. First we mapped out each level. We drew the levels on graph paper and then implemented them on the development hardware. Then we simply played the game and tweaked the levels until we were happy with them. We had to play it a lot before it was perfect. Then we went through each level and added the secret, hidden things. The secret of the Super Mario games is that we played and played and played!

Frank: Your other big success, Zelda, also has lots of secret rooms and hidden objects. The Zelda series has a very specific feel. Can you tell us what inspired the ideas in those games?

Mr Miyamoto: When I was a small boy, my friends and I would go hiking in the mountains which surround my home town. In Japan, the mountains are small, so we could always find our way home. Exploring is fun when you can't get lost. Also, I like to explore on my own. When I visit a new town – like New York – I like to walk alone at night, simply exploring the back streets and hidden places. My colleagues think I am crazy when I do this. I explore on foot for a while, then sometimes I buy a bicycle and cycle around town.



Shigeru Miyamoto takes us through the finer points of Stunt Race FX.

Only when I know my way around a little, will I buy a map. Zelda games are very much like this. First you explore, then you gain a useful tool – like my bicycle – and then you get a map. The map is not essential, it just makes things easier.

Frank: Your rivals also produce good games. Do you have a favourite that you didn't design?

Mr Miyamoto: Hmm. I like the very old Namco games. I especially like Pac Man. It was original and fun. I very much respect their game ideas. I was disappointed when they released Pac Land, because it relied on jumping and was too similar to other jumping games. I think their greatness lies in their originality, but I like many other games, too.

Frank: Many people have copied your games, or tried to imitate them in their own style, notably Sega with Sonic The Hedgehog. How does this make you feel?

Mr Miyamoto: I think Sega made Sonic The Hedgehog so that like Nintendo's Mario, they could have a character that people would identify with. Sega. I think that a platform game is the best way



Shigeru and Gumppei Yokoi contemplate Frank's inability to digest Sushi.

to incorporate a new character, so I don't think they really copied Mario. I think Sonic is more to do with corporate identity than anything else. I also think Sonic is a very good game, very beautiful. It is similar to Mario in some ways, but also very different.

Frank: Of the games which you've designed, which is your favourite?

Mr Miyamoto: Oh, that is a difficult question. It's hard for me to answer. I like Donkey Kong because it was my first game, but also because it is very enjoyable. I also like Excitebike very much. (This is one of the first NES games, featuring bike-race related chicanery – Frank) I still play it sometimes. Pilotwings is also one of my favourites.

Frank: Will we ever see Pilotwings 2? On Project Reality, maybe?

Mr Miyamoto: Ha! Sorry, no comment. Let me just say that I would very much like to do Pilotwings 2 myself. I can't say more than that.

Frank: Can you tell us what you are working on presently?

Mr Miyamoto: Yes. I am currently finishing Stunt Race FX and also a new Donkey Kong game for the Game Boy. It will have lots of levels, but the gameplay will be very much



Gareth looks on in wonder as Shigeru explains the two-player mode in Stunt Race FX.

like the original Donkey Kong. I am very pleased with this game.

Frank: Do you have plans for a sequel to Super Mario World, this time on Super Nintendo?

Mr Miyamoto: Yes, we do. Definitely. Well, sort of. It will be like Super Mario World in many ways. I can't say more than that, but it isn't too far away.

Frank: Are you currently working on Project Reality?

Mr Miyamoto: Yes, only on the home system, though. The arcade games will be done by a separate team. I like the fact that there is a lot of power. More than enough to do anything I want. I don't care much about the graphics. I don't think they are nearly as important as gameplay, and great graphics won't change the way I design games. Graphics just make great games look better.

So, there you have it. TOTAL – the first UK magazine to interview Mr Miyamoto personally. The first to bring you news of Donkey Kong on the Game Boy, the sequel to Super Mario World on the Super NES and to confirm Mr Miyamoto's personal involvement in Project Reality. **FRANK**



Win an autographed Super Mario All-Stars cart!

While we were visiting Nintendo, Mr Miyamoto very kindly offered to autograph a Super Mario All-Stars cart. Now we're giving it away. One lucky reader can receive this fantastic prize, simply by answering the following question:

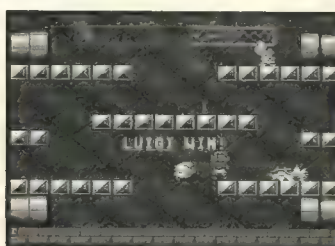
In which game did Mario first appear?

Sling your answer on a postcard and send it to:

Mario Compo, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.



You could play Super Mario 2 – The Lost Levels...



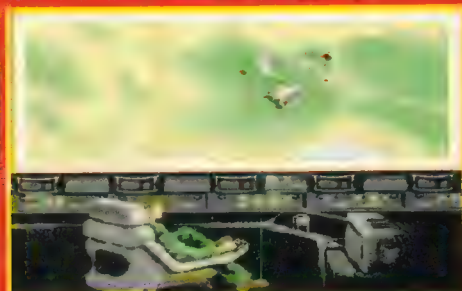
... Or try your hand at the original Mario Bros. game!

moto

DISTRIBUTED IN THE UK BY IMAGINEER (UK) LTD, P.O. Box 1982, SLOUGH, SL1 6DQ. TEL: 0753 671 686 FAX: 0753 671 682

These dinghies hold the little blokes you're supposed to be rescuing. Man overboard!

Hovercraft are considered to be a safe way to travel. Ha!



Your progress across the sectors is logged on this mission control screen.

CHOPFLIFTER

For: Super NES (1 player)

From: Ocean

Price: £50



Reduce the trees to a unconsidering heap and drop down to collect the survivors. What a way to earn a living!



Tanks, helicopters, street lamps, little people and glass tower blocks. One day all roads could look like this.



There's no time for dodgy chopper gags, because world security is at stake. Frank straps on his goggles and heads straight for the war zone!

In the distant past of gaming legends, a fellow named Dan Gorlin came up with a rather snappy idea for a shoot 'em up. Instead of just blasting things, he thought it might be nice if you could use an army helicopter to rescue hostages. His concept could, at best, be described as a cross between Scramble and Defender. Fairly slow in terms of actual speed, but with enough action to keep even the craziest Nam veteran happy.

The result was Choplifter, a fantastic blaster which subsequently appeared on virtually every



The TOTAL team's chopper gets chased by a racy-looking enemy helicopter. Run, lads!

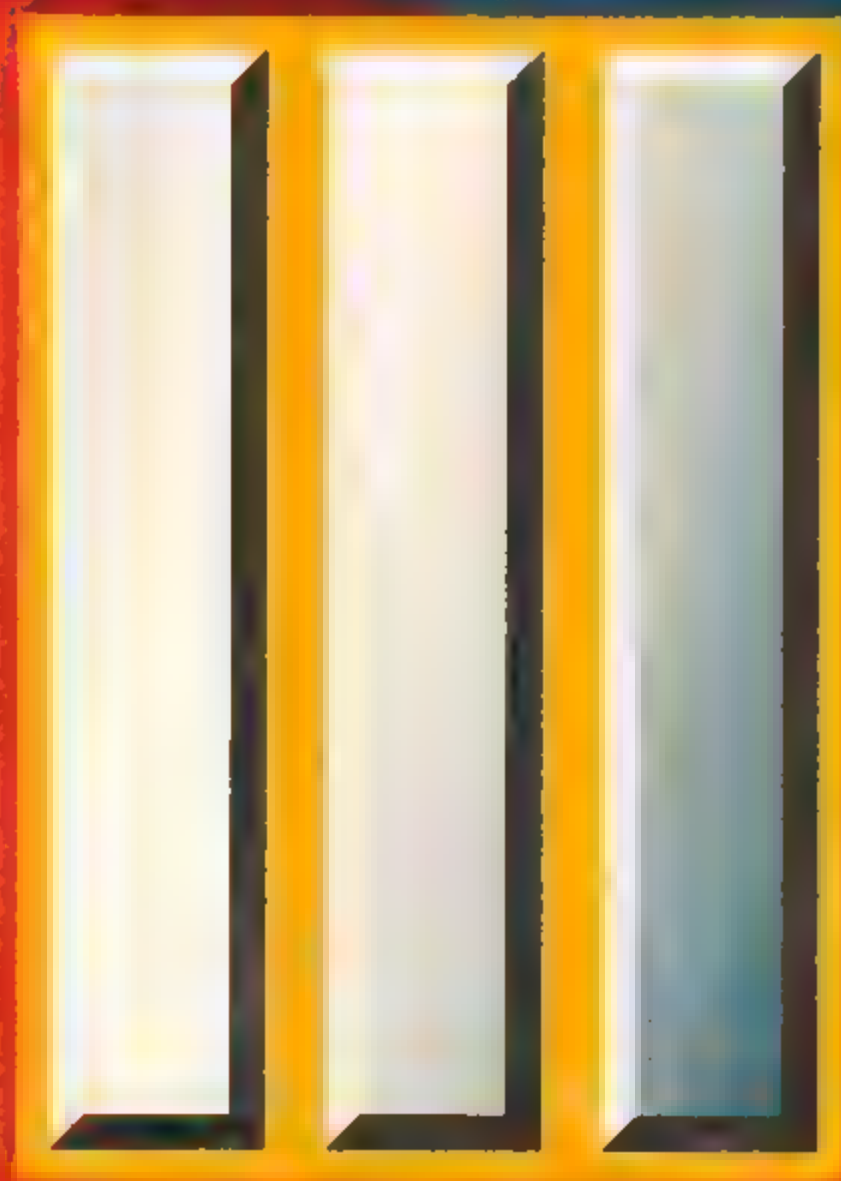


A tricky landing on the oil rig, made harder by the gun batteries.



You may have a huge boat, but there's no way that you'll get it to fly.

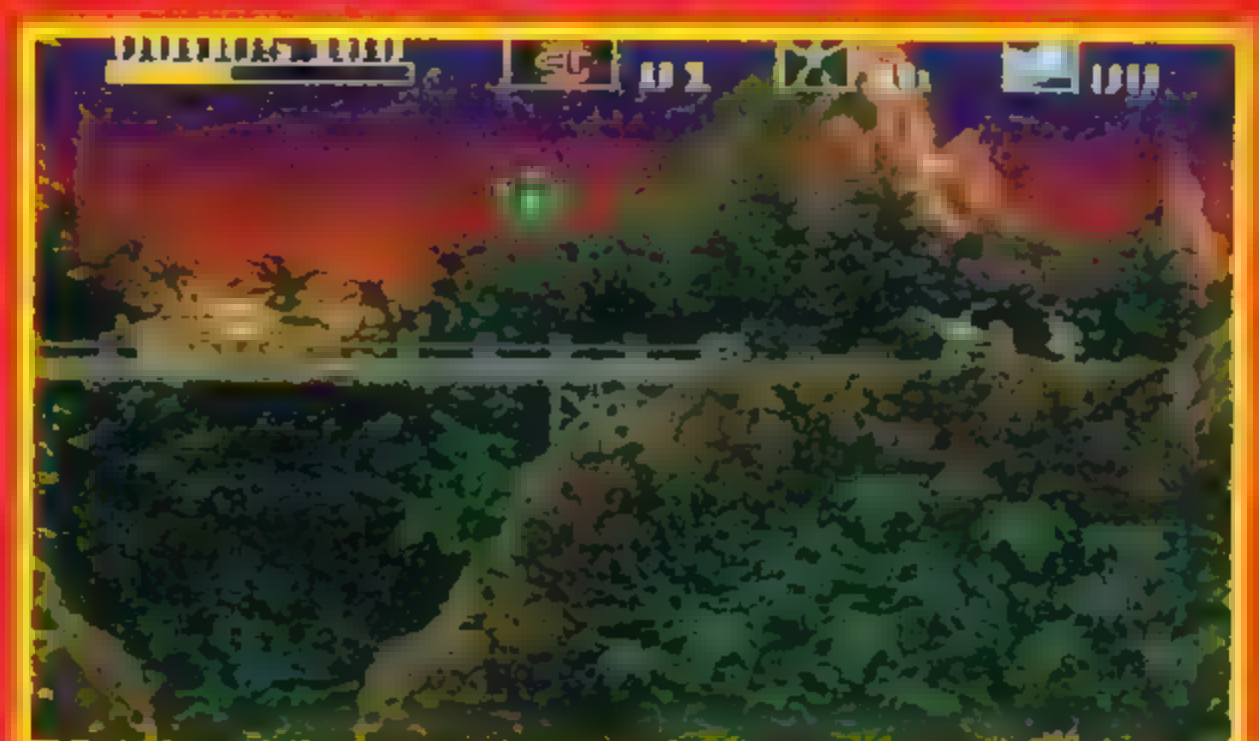
FTER



Shoot 'em down...

TOTAL TACTIX

Aerial weaponry is there to hassle you, but it won't usually cause any major damage. More worrying is the ground-based artillery. The best way to deal with this is to turn your ship around so that your shots fire down. You'll then be able to take out all the nasties as you fly along. Be careful though - you can blow up hostages, if you're not careful.



Shoot downwards at the bad guys for top results. Simple.



Deep underground a battle between the helicopters and worms begins. Who'll end up as fishing bait?

Extra weaponry parachutes in. This is how you get your power-ups.



games machine in existence. I'm serious. Choplifter has been released on every system from the Apple II to the Super NES. Sega even produced an arcade version, the first coin-op to make proper use of parallax-scrolling. It's a piece of video gaming history and now an updated version is finally available to you, oh happy SNES owner.

▲ CHOPPERS ▲

Fairly smart graphics, classic gameplay, a large 'n' difficult task and plenty of variety.

The plot of Choplifter III is simple. You enter a war zone, do as much damage to the enemy forces as possible, then rescue the hapless hostages before they get killed by the forces of darkness.

You control a beefy helicopter, which is armed to the teeth and brilliantly manoeuvrable. In terms of control, this has more than a hint

of Defender about it. The screen scrolls horizontally in both directions. You use the L and R buttons to change direction and this is vital to any kind of progress. Once you've mastered the helicopter controls, you can start your mission.

The terrain changes as you progress through the game and directly affects the way you play. You can zoom around most levels with little trouble, but sometimes you find yourself in maze-



A geography field trip to examine some underground water flows. Yawn.



The land of paradise - sand, sun, bunkers, hostages and tanks.



But, Chuck. Something has got to be digging all these tunnels... Uh-oh!

Hey, sucker! We've come for the oil, not the hostages.

One brave, little fellow who really should know better.

James says...

Choplifter is a classic and, judging by this updated version, the good 'ol days just got a lot better. The game-play's not what you'd called sophisticated - more of a hellfire slugfest, bomb 'em, shoot 'em and rescue 'em up, really. Ah, well, at least it's all in a good cause.



"Yes, siree. This sure is one top-class save 'em up"

like caverns or crowded city-scapes. Hostages are always on the ground or on top of buildings, and when you land close to them, they'll automatically run towards your helicopter. You can only carry a few at a time, though, so several trips to and from your base are required.

The enemy territory is absolutely festooned with dangerous vehicles. These range from tanks to jet fighters and it's up to you to take them out of the picture. You can upgrade your armaments by blasting the weapon pods which

FLOPPERS

Hardly stretches the Super NES and it's almost identical to the eight-year old game



More buildings, more smashing, parallax scrolling. Worra great game!



This was all trees once. Now see what they've gone and done to it.

conveniently fall from the sky. Apart from that, there's nothing else to it. It's just incredibly addictive, that's all.

The graphics are pleasant, but they could've been better.

The quality is rather hit and miss, and while some levels look glorious, others are completely dull. The music and sound effects are good, but nothing special.

What Choplifter III has in spades though, is simplistic and enjoyable action. There are plenty of levels to keep you going and more challenge than you actually need. This is a very pleasant surprise in a world rife with tedium. If you like Scramble, or you love Defender, then you'll simply adore this one. Neato!

FRANK

So, my first day in flying school. Got my new leather jacket and string backed gloves, but... Hello what's this?



You can bomb holes in the sand pits and explore underground tunnels.



If you fire a smart bomb, everything will go red and your enemies will vanish in a puff of smoke!

Choplifter III

Looks
 ♦ Smooth scrolling and amazingly detailed sprites are the order of the day.

Sounds
 ♦ Good music, plenty of boom/bang noises and relatively atmospheric effects.

Gameplay
 ♦ Brilliantly simple and simply brilliant. The only game of its kind on the SNES.

Lifespan
 ♦ There are plenty of amazingly difficult levels. It's quite complex at times, too.

The bottom line

"Cosmetically, it leaves a bit to be desired, but in terms of sheer adrenalin, this is fabulous stuff. Choplifter III is just as addictive now, as the original was eight years ago."

Levels
 Difficulty
 Continues
 Release date
 Loads
 Tough
 Limited
 April

Final score
89%

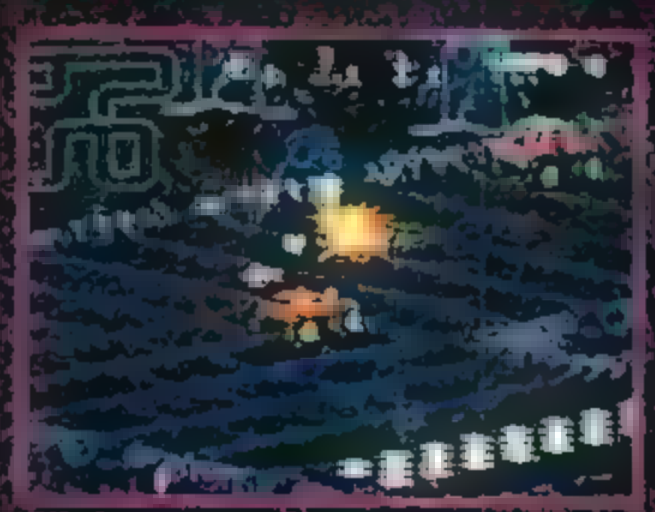
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Head out for the highway in the rockiest
race to hit this side of the universe!

Heel the steel and put your max power to
the test as you scream through the
meanest streets on Earth... and beyond!



Choose to be human or alien, in your
attempt to wipe out the opposition...
the more wins you clock up - the more
weapons you buy, and with each victory
you progress to the next amazing moon.



And the incredible digitised sound tracks
including "Born to be Wild" will just
knock your socks off!



Interplay

ocean[®]



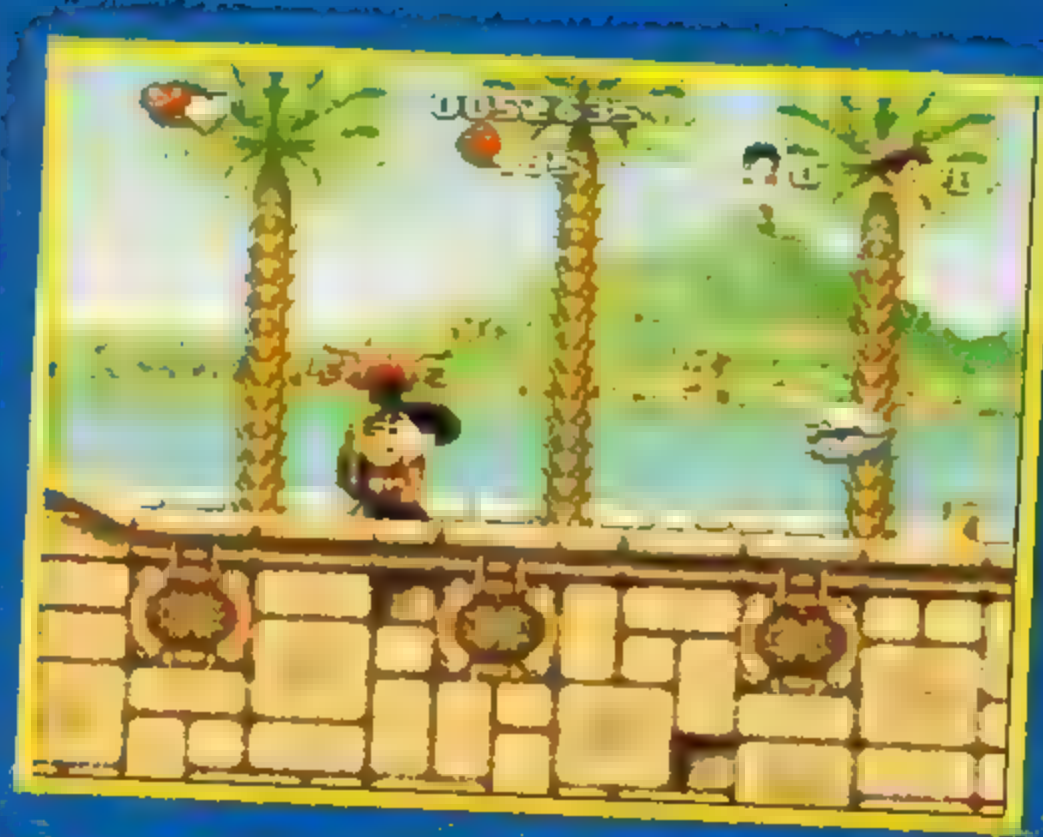
TAKE A RIDE ON

**ROCK 'N' ROLL
RACING** TM

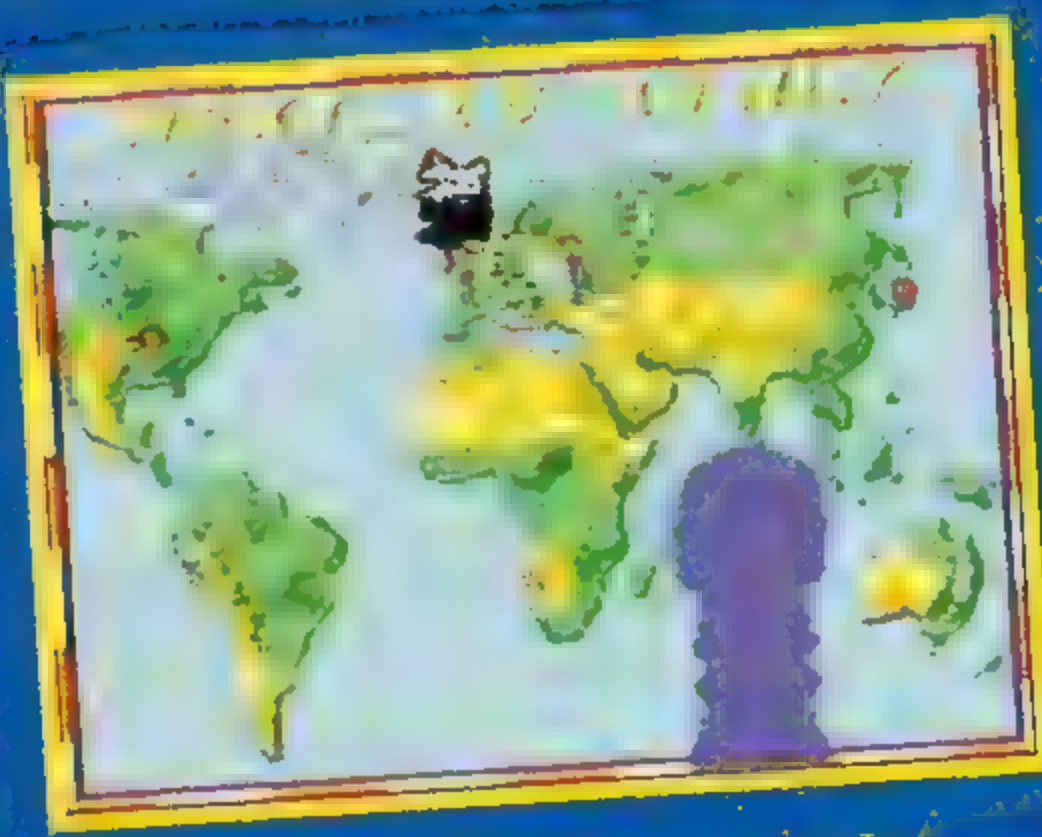
THE WILD SIDE



Look, I don't care what that dodgy tourist guide told me. This is not Wembley Stadium.



I've filled two whole captions without a single soccer game cliché. Will it last?



Soccer Kid could change the world as we know it. And going by this map it already has.



This isn't the sort of tunnel incident that Vinnie Jones normally engages in.



This has to be one of the most pathetic nasties ever to (dis)grace a video game.



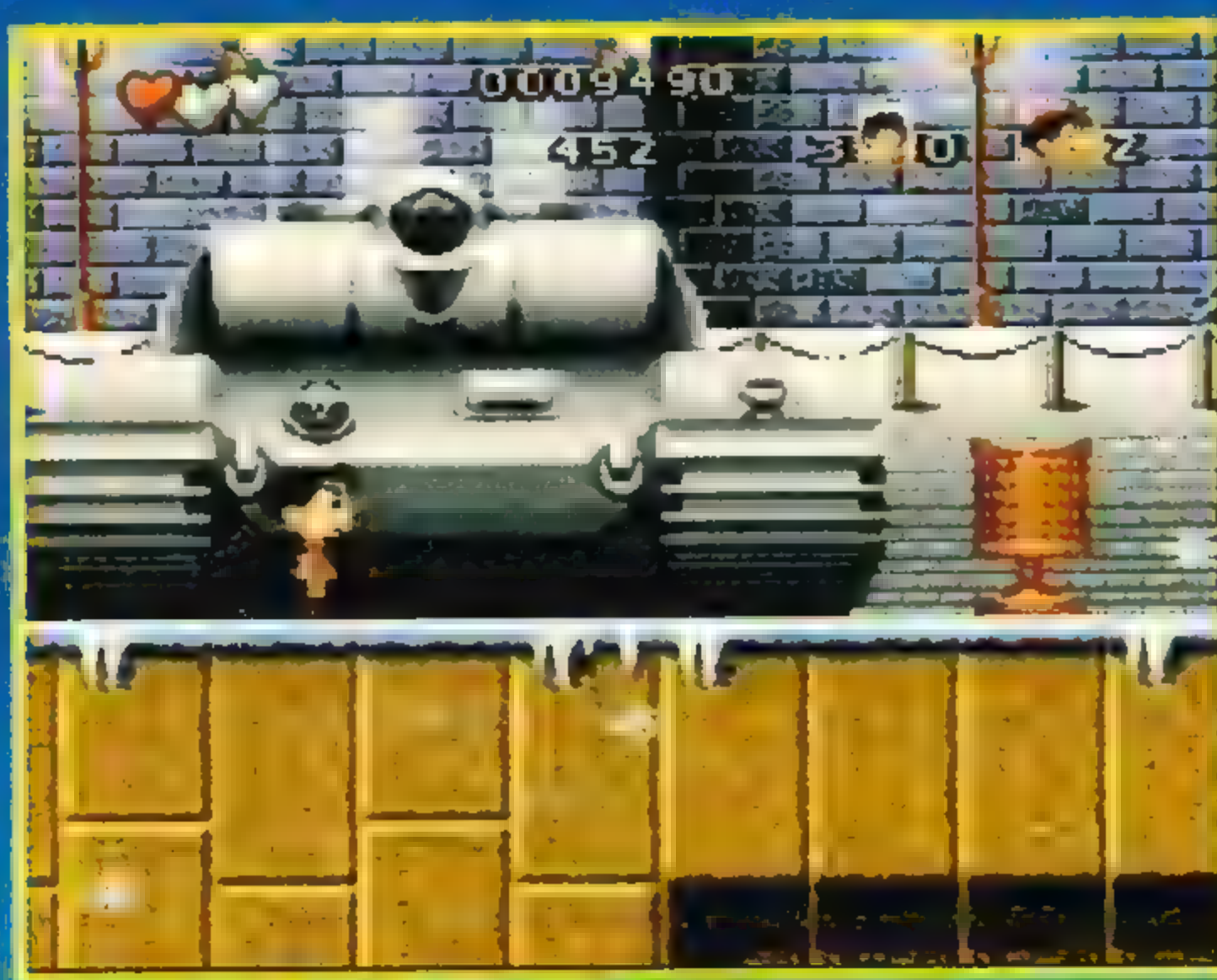
Remind you of Pac Man? These guys chase the Kid across the screen, then he turns around and chases them. Those long, winter evenings must just fly by.

SOCCER

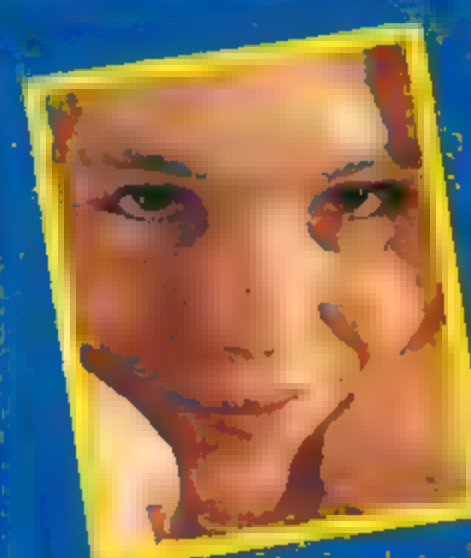
For: **Super NES (1 players)**

From: **Ocean**

Price: **£50**



I bet this is the toughest defence Soccer Kid's ever had to contend with.



They think it's all over... It is now! Dane prepares to kick some balls as she tackles

Oceans latest sports game. A red card, methinks...

Ever wondered what takes place behind the industry's closed doors? Well, wonder no more, because TOTAL can now take you to the developers' conference at Ocean, where the 'creative' bods of software are discussing their entry into the soccer-orientated arena. Allegedly,



I've found all my presents - and I've tossed them for eight months.



Let me get this straight. This is a soccer game with platforms and rugby players? I see.

KID

Ocean: Right, 1994, year of the World Cup and all that. What we want is a completely top footy game to cash in on all the football hype that'll be happening. But be warned, if you want to be paid, we want a decent soccer game - and it has to be different from Sensible Soccer. Oh, and try and get the World Cup in there somewhere, as well.

Mr Developer: Right you are, Mr Boss-man. Don't you worry about a thing. I promise you, we'll make you a game that'll be like no other soccer title you've ever seen. Now, you just head on back to Manchester and tell everyone how great this game's going to be.

Ocean: Right, okay, so long as you're sure.

▲ BALLS ▲

This looks pretty enough, and it could almost be fun - for the first few hours...

Foes a jolly good fellow

Well, none of these guys are particularly good for your health, to be honest. If you come across them, get control of your ball and give them a good, hard kicking.

You can always tell a British workman by his hands - they're always stuck in his pockets.



Now, if this was snowboarding it'd have a bit of cred, but a skateboard?



Now, this is either Mickey Mouse, or a strange Russian sliding down an icy slope on a tea tray.



It's the Jimmy Hill mod - complete with scooter. Don your rocker clothes to scare him.



Mr Safe wears a helmet for protection. Won't stop his legs getting bust, though.



This big Russian sailor is on the lookout for fit, young men to take boating.

A FEW MONTHS LATER...

Ocean: Uh, hello, Mr Developer. We were just wondering how you were doing with our game. We've spent loads of dosh on you. So, erm, it should be ready. By the way, the whole gang at Ocean are really excited about this game. In our internal memos we've been calling it a footy game. With a difference, so is it, erm, ready yet?

Mr Developer: Sure it is. Get ready to be stunned!

Ocean: Why have you only plugged in one joypad? All good soccer games need to two players.

Mr Developer: Not this one, sir. We thought that the old boot-around concept was a bit old-fashioned, you see. Right, turn it on, Dave.

Ocean: Hang on a minute, there's no football pitch, no ref, no goals and there's only one person on your team. And what the hell are those plat-

Watch out, dog. They don't like you getting close to their trees.

It's this is the goalkeeper, I'd hate to see the centre forward.



Frank says...

Soccer Kid looks nice, sounds great and, by all rights, it should be a bit special. Sadly though, the controls and spurious gameplaying features let it down badly. It's a strange hybrid of ideas that was never really viable. What's good for the Amiga isn't necessarily good for the SNES.



"Soccer Kid has all the sparkle of an Amiga game, i.e. None"

The pits of video gaming...

TOTAL! TACTIX

There are stacks of hidden bits on the Russian stages. All you have to do is stand on top of one of these covered pits, then pull down and jump. You'll then fall down the platforms picking up bonuses and extra goodies as you go. Another tip is to kick the ball ahead of you constantly to hit any opponents before they get close enough to do you some serious damage. Keep pressing the kick button to get your ball back, then just repeat the process till the end of the level.



By sheer coincidence, here's one of the pits I mentioned. Weird.



If the Ruskies want the Cup so much that they're prepared to...



Hide it on a warship, maybe we should let 'em have the thing.

forms doing in there? We wanted a footy game. **Mr Developer:** No, sir. That's what you thought you wanted, but this is what we reckon you need. This is a different game. A game where the kid has to find the Cup by jumping on platforms and using his ball to kill some pretty unlikely bad guys. You don't want any of that boring one-on-one, fast action - you want this.

Ocean: All right, let me have a go. Well the graphics are all very nice, I must say - a bit like that Rocky Rodent game. Let's see what it plays like. Oh blimey, this control method's a bit stupid, isn't it? Damn, unforgiving and frustrating. Well,

there's plenty of games like that, I suppose. Oops, I seem to be dying an awful lot here. Still, better keep trying.

FEW HOURS LATER...

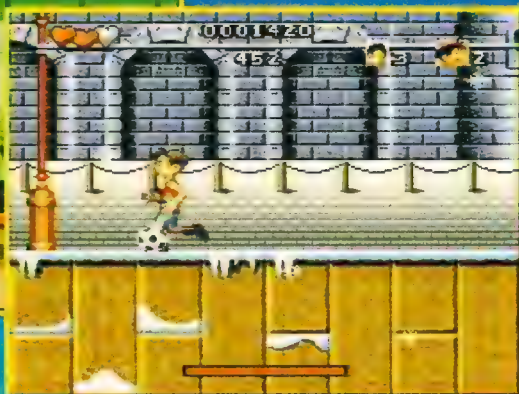
Ocean: Look, I've been playing this for ages and it's still as frustrating as ever. Let's face it, guys, this game's not as nice as it looks. It may look fab graphically, but it plays like a two-fingered guitarist. Why make the game so frustrating that people will give up after the first few hours? There's no incentive to play. No reward.

Mr Developer: Ah, that's true, sir, but there's a cunning plan in opera-

As though the odd rugby player wasn't bad enough, Soccer Kid has a Russian athlete, too. Come back Super Soccer, all is forgiven.



Quick, hack your way into that computer and reprogram the game to make it a good one.



Y STALLS Y
The worst control system ever, and the gameplay is complete pap

tion here. If people give up after the first few hours, they won't see the later levels where the control system fails completely. And even if they do make it that far, we've made the levels so hard that they'll never get any further. Besides, they'll never suspect that a game could be designed this badly, they'll just blame it on a lack of playing ability.

Ocean: Sounds fair enough. We'll take it. What does it matter if people get sick of it within a few hours, they'll have already bought it, so who cares? Incidentally, Mr Developer, why are you writing in crayon?

Mr Developer: Well, you see, sir, they don't let us have pens or anything sharp like that in here. That way, we can't hurt ourselves or write on the padded walls. **DANE**

T!

Soccer Kid

Looks

It actually looks deceptively nice, in a Rocky Rodent sort of way

Sounds

Ouch! Get that volume down before your brain complains

Gameplay

The control system's pathetic, and the boring levels destroy any hope this ever had

Lifespan

Very hard and there's lots of levels, but not much in the way of lasting appeal

The bottom line

"The Amiga version wasn't all that hot and this conversion's even worse. The awful controls and frustrating gameplay make this a non-starter in the software race"

■ Levels 24
■ Difficulty Variable
■ Continues Passwords
■ Release date April

Final score
64%

SUPER PLAY



**This month,
Britain's best-
selling Super
Nintendo magazine
examines violence,
coin-ops, addictive
puzzle games and
the latest RPGs.**

**Buy it and discover why
more people read *Super
Play* than any other
SNES mag.**

**SUPER PLAY ISSUE 18
ON SALE
NOW!**

PINBALL

For: Super NES (1-4 players)

From: Gametek

Price: £50



Frank's dreams don't contain any pinballs, but there's usually loads of chocolate, cakes and lard?

Pinball Dreams has a better pedigree than the winner of Crufts. It first appeared on the Amiga where it caused much merriment. It then worked its way on to the PC and then onto the dizzy heights of the Game Boy. Okay, so the handheld version was a bit cack – but hey – this is for the SNES, so it's bound to be ace, isn't it? Well, not necessarily.

Fans of the real-life game argue that the pinball experience can never be fully converted onto a console format. "How can you possibly recreate the thrill of playing the local's table half-cut, while one of your pals vomits down your back?" they enthuse. And they're right, you can't. But vomit aside, other titles have managed quite well, Jaki Crush being a prime example.

Pinball Dreams, on the other hand, falls some way short. It starts off reasonably enough. Up to four players can take part and there's a rather tasty, little intro screen, but then you get into the game itself.

Now we all know that the SNES is capable of whizzing a small metal sphere accurately around a table, but it doesn't here. Instead of zipping round the table, the ball spends most of the time moving like it has a hangover.

The tables' features work well together, with plenty of accumulative bonuses and thoughtful game-play, but without the visual pazzazz, it just doesn't work. Think about it. Pinball tables

are always covered with gimmicky chutes and stuff – that's what makes them so attractive. If you took that away, nobody'd play them. And that's the problem here, the graphics just don't have the visual buzz of their real-life counterparts.

Maybe I'm being a bit cruel, this isn't a bad game. In fact, the tables are well-planned, but having played previous versions, I was expecting a lot more. Shame on you, Gametek, this could've been a classic.

FRANK

T!

FLIPPERS
Well-planned features, a choice of four tables and up to four players

FLOPPERS
It lacks that real pinball look and the animation of the ball's a bit crap, too



Why does this character appear here and then change into the ball? I wish I knew.



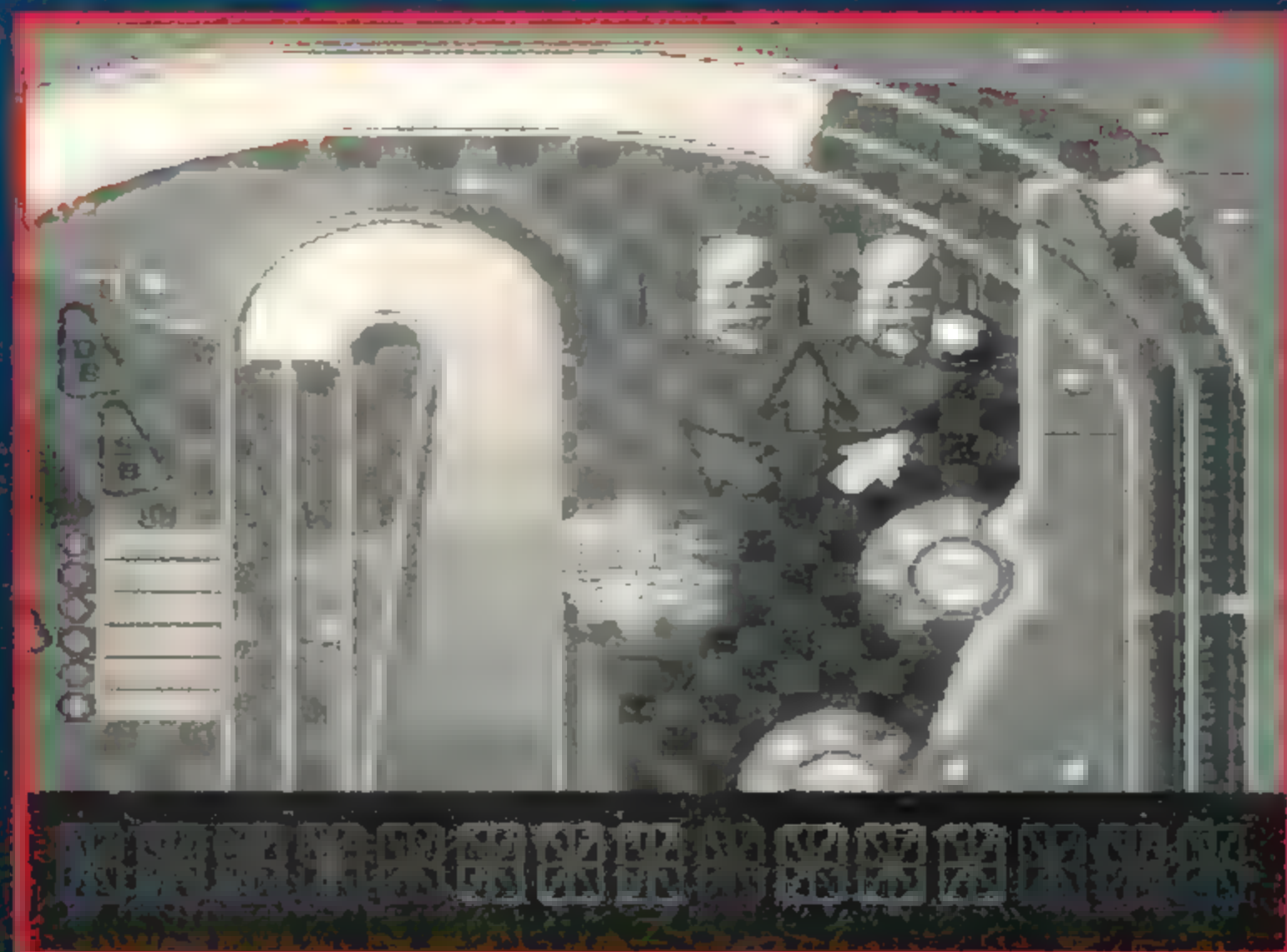
"Oh stuff this for a game of pinball. I'm going back to Munch Bunch land."

The key to a million...

**TOTAL!
TACTIX**

To instantly get one million bonus points, simply drop the ball through the big, highlighted channel at the very top of the Steel Wheels table. As long as the ball rolls across the highlighted arrow, the million's as good as yours.

There are loads of bonuses like this one scattered throughout the four tables. So what the hell are you waiting for? Get flippin'.



Pinball Dreams

Looks [Progress bar]

♦ The scrolling's quite effective, but it lacks the visual buzz of the real thing

Sounds [Progress bar]

♦ All the usual beeps, pops and whistles you'd expect from a pinball simulator

Gameplay [Progress bar]

♦ The game plays fairly well, but it's not as smooth as previous versions

Lifespan [Progress bar]

♦ Without all the lively graphics 'n' stuff, you'll soon tire of this

The bottom line

"This has been a definitive title on other formats, but it's a bit of a damp squid on the SNES. With a bit more attention to the visuals this could've been a classic"

■ Levels 4 tables
■ Difficulty Fair
■ Continues None
■ Release date March

Final score
76%

DREAMS

The TOTAL guide to table-top warfare. (Or how to control your balls under pressure)

Join us, as we tenderly frolic through the meadows and fields of Pinball Dreams. Gasp in wondrous awe as we dissect the complex, erm, complexity of the four tables at our disposal. Giggle hysterically as we once again fail to get a score over a million and scratch your head in amazement as you realise that you've just read three lines of utter rubbish...

Ignition



To get anywhere on this particular table you've really got to get the ball up into this chute as often as possible.

Lighting up all the letters in the word 'Fuel' isn't a bad idea, for starters.

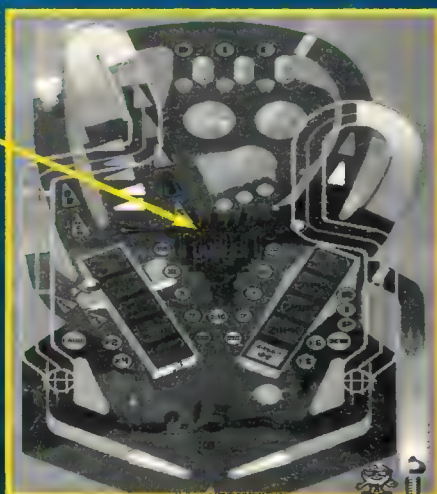
Steel Wheel



It's another of those 'light up all the letters for a bonus' affair.

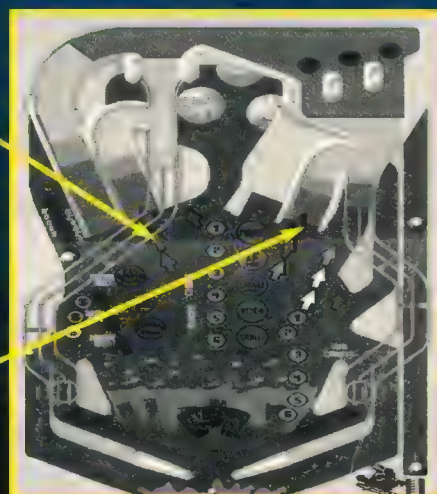
You don't get much for whizzing the ball around this chute - but hey - it looks okay. Sort of.

Nightmare



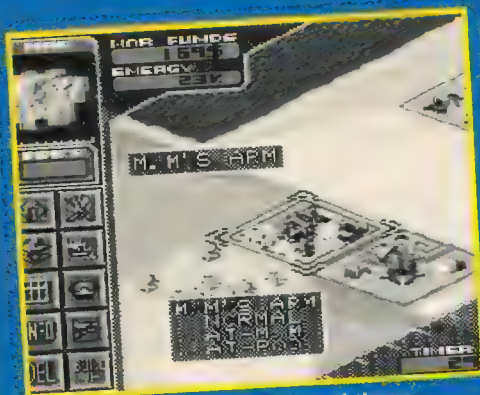
Graveyards tend to be rather depressing places - but everybody's dying to get in them. Hah! I can tell crappy jokes with the best of 'em!

Beat Box



I'm very fond of arrows and green is one of my favourite colours. Sorry, I just thought you might be interested.

Shoot the ball around here three times to get into the big league.



Your marines get the choice of three weapons: Anti-gun pod, anti-metal marine and normal – an all round death-scyther.



Looks like the enemy marines are in for a bit of chop. Followed by a big bang. Heh-heh!



Aah! I remember when this was all death-dealing machinery as far as the eye could see. There was the days...

METAL MARINES



When it comes to marines, metal or otherwise, Karen Levell's always first on the scene...

It's the 22nd century and some jerk's goofed-up with the planet's anti-matter missiles. The detonation of one of these babies has set up a chain-reaction that makes the loos of the local curry house look positively calm. Earth's in chaos, the world map's been re-drawn and to top it all, some maniac's seized control of the remaining army forces.

For: Super NES (1 player)

From: Namco

Price: £50

The outlying Space Colonies are worried by the new dictator, and have set up a special mission to rescue the Earth from the clutches of the madman. And guess what? Yup, it's up to you to sort it all out.

Anyone who's seen Dune 2 on the Amiga will recognise where this is coming from. It's a pseudo-strategy type game, where you have to build a fortified base and use the various arms you develop there to obliterate your enemy's camp.

Now, I know what you're thinking, but this isn't like other strategy games. You can forget hours of tedious build-ups and tiny sprites fighting numerical battles. Metal Marines is fast, frenetic and features real-time battles, which you can control directly. In fact, the battle side of the game is more akin to an isometric shoot 'em up, than a war game.

The tactical side of things comes into play in deciding how to spend your very limited budget. Do you, for instance, build a Supply HQ to increase



These AA missiles should make short work of those incoming muthas. Should!

There go my brave metal marines. Off to do and dare.

These gold-coloured marines are seriously bad news. Kill 'em while you can.

These upgraded missiles send a double-barrelled message home.

This is one of your three bases. If all three are destroyed, it's game over.



Hurrah! After 49 campaigns and seventeen cans of three-in-one gun oil, I finally won!

Metal Marines

Looks

★ Clean isometric graphics with plenty of detail. Great explosions, too

Sounds

★ The sound FX are highly atmospheric, but the in-game tunes are a bit irritating

Gameplay

★ Highly playable, with fast action and explosive gameplay

Lifespan

★ With 20 levels and a responsive computer opponent, this'll keep you going for a while

The bottom line

"Coming from the highly acclaimed Dune 2 school of gameplay, Metal Marines manages to provide both frenetic, controllable battles and teasing strategy. War has never been so much fun."

■ Levels...20
■ Difficulty...Hard
■ Continues...Password
■ Release date...April

Final score

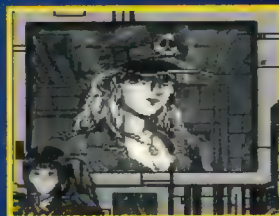
86%

MINES

The face of the enemy



Garland is the first geezer you fight. Apart from shouting, his main hobby is crocheting.



Cmdr Joan spends her leisure time scouring the shops for tacky hair dyes and nylon bras.



After being turned down for the Godfather IV, Zorgeuf spends his time bombing Hollywood.

WARS
There's enough activity here, to keep even the most ardent action-head happy

your funds in the long-term and risk being wiped out within a few minutes? Or do you plough all your resources into radars and AA missiles to defend your own base, while

you build up your money? Or do you go for broke and invest in missiles and metal marines to try and wipe out his equally defended installations? Each approach has its failings, but the game is finally tuned to ensure you have to take some risks

Of course, it's no fun having a war without weapons. The metal marines are the most versatile things in your arsenal, because they can both defend

and attack. Your other weapons are more traditional, but they still pack a fair wallop. Which is great when you're on the attack, but not so funky when the enemy sends over a delivery of missiles which destroys your main defence perimeter.

The graphics are sharp and offer a highly detailed, isometric view of the action. The sound FX are brilliant, with the heavy clomping of metal marines and plenty of explosions. Unfortunately, to enjoy them, you've also got to put up with the irritating in-game tunes

If you've always fancied playing a strategy game, but have been put off by the lengthy build-up and complex icons, then this game is ideal. It's instantly accessible and you can complete certain levels within half-an-hour. There's always plenty happening, and while the tactics are simple to pick up,

they become more complex as you learn about the game. With 20 levels, a neat password system and

high-octane, ass-kicking gameplay, Metal Marines certainly rates highly in my book.

SORES
Poor tunes and a few more weapons wouldn't have gone amiss, either

KAREN

T!

Look what icon do...

Missiles

Useful for bombing ground defences.

Air-to-air missiles

These will seek out enemy missiles.

Metal Marines

Highly mobile Terminator types.

Gun Pod

Helps defend against metal marines.

Land Mines

These blow when marines touch 'em.



Radar

The AA missiles are crap without these.

ICBM

It's a nuke. And it costs loads.

Supply HQ

These are money-making plants.

Energy plant

Out of gas? Build one of these.

Factory

Turns out installations even quicker.

Dummy base

Use these to confuse the enemy.

Dummy units

Camouflage real bases with these.

Grid

Helps you to place items on the land.

Info

Gives you an overview of the action.

Delete

Want to get rid of a building? Press this.



Attack

Accesses the attack screens.

Levelling

Repairs land so you can build on it.

Radio

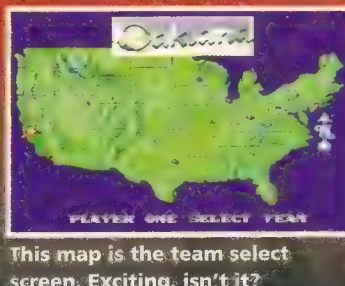
Turns off the enemy's messages.

Weapons

Changes your marines' guns.

Build-up

Ups the power of missiles & marines.



CAL RIPKEN JR BASEBALL



For: **SNES (1-2 players)**

From: **Mindscape**

Price: **£50**



Rounders is a girl's game, and Dane's a girl. So erm, get on with it, eh luv?



Oh look. It's another picture of two men, a bat and a ball. Whoopee! Hooray!

Before baseball bats became the weapon of choice for hard-up nutters, they served a far more sinister purpose. Americans used 'em to humiliate themselves by playing a thinly disguised version of rounders in front of a massive crowd.

Apparently, Cal Ripken Jr is one of the big stars of the sport. At least, that's what I'm told

for all I know, he could be an Argentinian goat. Anyway, he's a baseball star and this is his game.

The game includes the standard baseball sim approach, with a close-up view of the pitcher and batter, and a wider view of the field when the ball's hit. Hitting the ball is really a question of timing and it's infuriatingly random as far as the direction is concerned. Pitching, on

the other hand, is all about choosing the curve

and speed of the ball. While fielding is fairly obvious, with

throws to the bases controlled by the D-Pad.

Cal Ripken is hardly deep and, if you're up against the computer, the best you can hope to do is stop your opponent from scoring. Not easy considering your SNES can hit a home run at will. The only other option is to try and hit as many homers as possible yourself.

You may as well forget the idea of normal runs, because wherever you hit the ball, there's a computer-controlled fielder waiting for the catch. It's reasonably good fun

against an equally cack human opponent, but at the end of the day, it's all a bit boring.

DANE T!

COMAS!
Grotty graphics, psychic computer opponents and over demanding play

TOTAL! TACTIX

To get the best out of your batters, position them towards the front of the plate.

This will increase your chances of making a good connection with the ball, without sending it straight into the hands of some strangely psychic computer player. That's the idea, anyway.



That's it. Hold your bat well out of the way and head the ball. Should see you proud.

Cal Ripken Jr Baseball

Looks ■■■■■■■■■■

• Pretty grotty all round, really. Poor player animation and bland stadiums

Sounds ■■■■■■■■■■

• The speech is the best thing about the game. All-American and loud...

Gameplay ■■■■■■■■■■

• Shallow, with about three different things to do. Again and again. And again

Lifespan ■■■■■■■■■■

• If you've got a friend to play against the game is more fun. Otherwise, forget it

The bottom line

Psychic computer opponents, gameplay that's repetitive and too demanding, plus it's all based on a game of rounders. Nothing to write home about, I'm afraid

■ Levels 18 teams
■ Difficulty Hard
■ Continues None
■ Release date Out now

Final score
65%

ONLY
£16.99



IT'S A JUNGLE OUT THERE FIGHT BACK



Imagineer

● Carries the 'Independent' Nintendo Gold Seal of Approval - your guarantee of quality

- Micro-switched buttons for silky smooth action. Avoids the 'sticking button' problem of lesser joypads
- Six independent auto-fire settings
- Dual auto-fire mode (semi-auto and hands-free)
- Slow motion control for beating the most challenging games



SUPER NINTENDO
ENTERTAINMENT SYSTEM

Available from Dixons, Future Zone, Game and all good retailers

For further information contact Imagineer (UK) Ltd, Unit 16, Progress Business Centre, Whittle Parkway, Slough SL1 6DQ



Imagineer

You'll need a level head

TOTAL! TACTIX

The first levels are fairly simple, but things soon get taxing. So, to give you a hint about how things work in Humans country, here's a tactix box for the later levels:



1. The first thing on the agenda is the torch. So, go get it!



2. Then send a couple of people over to get the guy with the torch.



3. Now send him up the ladder and leave the rest down below.



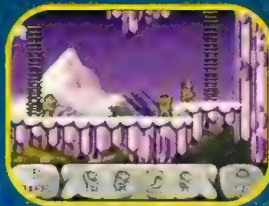
4. Tease this guy into throwing the spear, but don't let it hit you.



5. Once he's thrown the spear, walk up to the bush and burn it.



6. Now send the other guys up. Erm, this one first, I think.



7. Once he's climbed the ladder, send the torch-man up.



8. Using the two guys below, touch the grey block to open the gate.



9. Now simply touch the red block and you'll have finished the level.



Just so you don't get confused, the game will temporarily put a little arrow above the human you're controlling.



For an example of some really in-human behaviour, check out big Frank O'Connor trying to get to grips with this frenetic, Lemmings-style puzzler.

Platform puzzlers are tricky at best and infuriatingly frustrating at worst. Humans falls somewhere between the two, and while it borrows heavily from Lemmings, it's still different enough to be interesting in its own right.

For: Super NES (1 player)

The basic theme of the game is one which we're all familiar with, namely the human race. Starting from the very dawn of mankind, it's up to you to guide the early humans through various technological eras until they become men (and women) of the nineties. Trouble is, there are other species, dinosaurs being a prime example, who are also trying to run the world. But we can't let them beat us, can we?

To ensure mankind's traditional superiority over plant, beast and traffic cone, you have to figure out how to complete all 80 levels of the game. And although the main goal is to finish said levels, there are various sub-quests which you have to complete before you can do this.


From: Game Tek

Price: £40

HUMANS

It's not easy being a Stone Age man. There aren't any schools or colleges, and even your mum doesn't know how to build a decent fire. It's lucky for you then, that you've got a copy of TOTAL to tell you what's what...

pole vault
early levels.
you get



As you collect new armaments, you're able to do more things. Collect a spear, for instance, and you can not

Figuring out how you can use your discoveries in different ways is what really makes the game. You already know what each of the weapons does, but you've got to work out where, when, and how to use them. And believe me, that's not as easy as it sounds.

A screenshot from the video game Super Mario Bros. 2. The scene is set in a dark, cave-like environment with a purple background. A Goomba enemy is perched on a ledge in the upper center. In the foreground, a Koopa is visible, partially obscured by a large, dark, branching structure. The bottom of the screen features a status bar with a timer showing 3:50 and several icons representing different items or power-ups.

▼ AMOEBAS ▼
A slow-paced game with repetitive gameplay. It lacks the blood-pumping action of other puzzlers.

...nice, boppy, little number that buzzed around in my head all day, like the first song you hear on the radio in the morning. There are some poor, incidental animations, but the overall presentation is clean and friendly. It takes a while to break into and it's a bit fiddly in places. It's not as fast as *Lemmings*, either. Still, worth investigating, if you're a shiny rodents.

FRANK

T!

HUMANS

Humans

Looks

● **Basic animation and blocky characters, but the levels are nicely drawn**

Sounds 

• **No real effects to speak of, but the in-game tune bops along nicely.**

Gameplay ■ ■ ■ ■ ■ ■ ■ ■ ■ ■

★ **The controls take a bit of getting used to, but once you've sussed them, you're away.**

Lifespan

● If you do get your teeth into this, you'll be here for a long time

The bottom line

"A neat puzzle game, but it's no threat to the Lemmings' crown. Still, with 80 levels, a password system and some unique touches, you could do a lot worse."

- **Levels** 80
- **Difficulty** Hard
- **Continues** Password
- **Release date** March

Final score
72%



To be perfectly honest, this sub-game is a tad primitive. You simply thrash the button as quickly as you can. It's sort of like Track And Field with trains, only fifty percent less complicated. Good for kids, though.

Thomas The Tank Engine

Looks ■■■■■■

- Well, it's all in bright primary colour and some bits are animated...

Sounds ■■■■■■

- The music is nice (including the real theme music) and the FX are good, too.

Gameplay ■■■■■■

- The gameplay itself is okay and there's certainly lots of it...

Lifespan ■■■■■■

- Too shallow for older kids, but okay for very small children.

The bottom line

"Don't be fooled by the stone-age graphics and general lack of depth - Thomas The Tank Engine is a very well-judged, pseudo-educational game for youngsters. It could have been a whole lot better, though"

Final score

63%

■ **Levels** 8 games

■ **Difficulty** 3 ages

■ **Continues** Infinite

■ **Release date** April

Girls don't usually play with trains, but Dane'll make an exception - especially if she can tie her young cousin to the tracks...

You've got to admit it - that Thomas is cute. And he's so wonderfully British, too. Together with all his pals he lives in that wonderful, sunny, nostalgic, old-fashioned world of our childhoods... Sigh.

What's that? You think he's a sad plonker who's about as street-wise as a nylon anorak? Well, that's because you're old, world-weary and cynical... And more than ten years old.

The fact is, Thomas The Tank Engine is aimed at very small people. The sort that couldn't stomp up the cash to buy this cart and so rely on well-heeled parents (or cousins, dammit) to buy the cart for

For: Super NES (1 player)

them. Yep, I hate to say it, but my cousin Tom (who's about three feet-high) took one look at this and was hooked.

It's colourful, it's cute and it's got one of those pseudo-educational themes to it.

According to the instruction manual the game can be set for one of three age groups: Under-four years, five to sevens, and eight

years and over. There are eight mini-games to choose from and between 'em they provide plenty of variety.

Want to know what they are? Well, there's a little (very little)

trivia quiz, a sliding-puzzle which is based on the same picture throughout the game, a points-setting exercise where you have to guide Thomas to the right destination, a jigsaw puzzle which (again) use the same picture every time, two races against your pals, a track-building game and a story-telling bit with only two stories.

The box and instructions make it seem like you're getting a lot of games. Which you do, but

From: TH-Q

Price: £45

most of 'em are paper-thin. Never mind. Small children have this ability to watch the same thing again and again and again and...

By SNES standards it's pretty crap, but kids aren't too hot on Mode 7 theory, so you won't hear too many complaints from them.

The edutainment game market's starting to hot up now, and Thomas The Tank Engine, for all its clunkiness and

shallow gameplay, gives a young kid plenty to do. But it could have been a lot slicker and deeper.

DANE

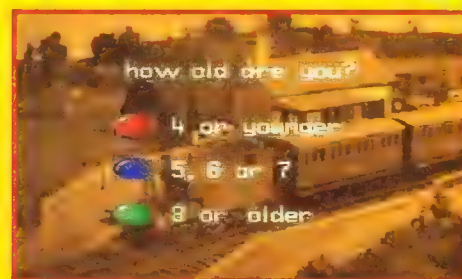


PAINS

It's all a bit shallow and after a couple of goes on each sub-game you've seen everything

TRAINS

Lots of colour, lots of variety and engrossing for youngsters. This should be easy enough for the tiniest people



This is the hardest question in the game, get it wrong and it's all downhill.

THOMAS THE TANK ENGINE *And Friends*

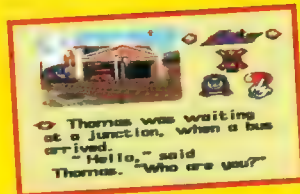
Settle down, kids, it's time for a story!

Thomas the Tank Engine has a couple of rather rivetting stories. Check this one out for thrill-factor.

The story begins with a red-hot intro, dragging you into the excitement with little or no mercy. Nail-biting stuff this and highly recommended to fans of action thrillers.



Story modes should keep younger players occupied. At least, James thinks so and he's only halfway through the first story. Mind you, he looks very excited about it.

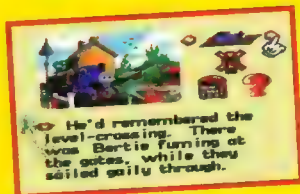
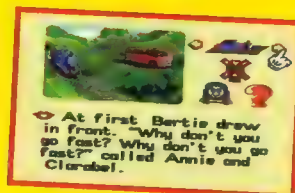


We've had to censor some of the sex and violence from this review, but here's one of the saucier bits of the story (as banned by Mary Whitehouse in the March of 1976).



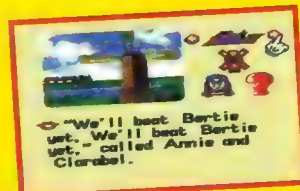
Bertie challenges Thomas to a bit of joy-riding in Bristol city centre. Just off camera, the BBC2 Reportage team are waiting to get the full report for their shock exclusive.

The insults fly as the two mighty behemoths tear through the previously unspoiled countryside, destroying new age traveller encampments as they go.



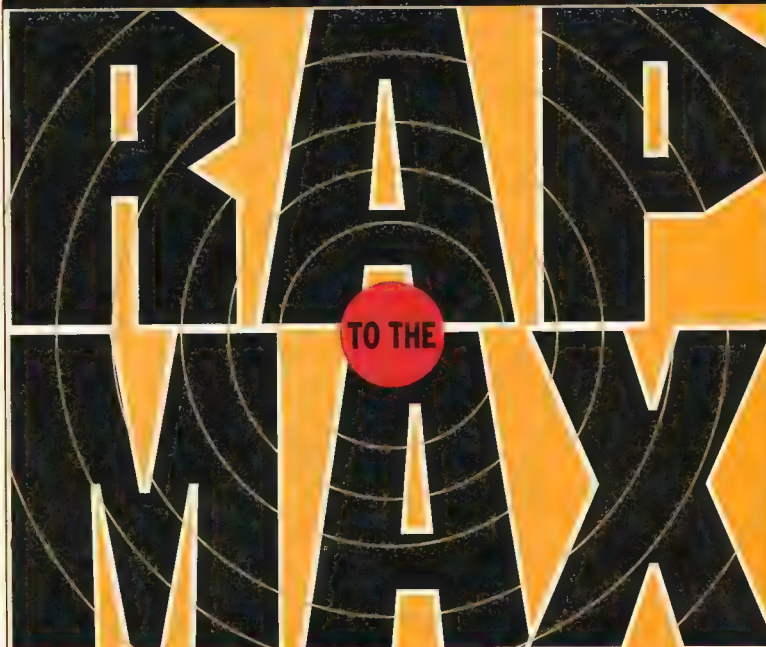
Thomas resorts to cheating as Bertie gets stuck at a level crossing. Is this the kind of message we want to give our kids? Cheat and you will win every time.

It's all getting a bit dull now, really. I reckon aliens or an explosion of some kind would spice things up a bit. There's no chance of a big Arnold Schwarzenegger movie here.



Oh god, this is just tedious. Where are the spaceships and the laser guns. What about a high-jack or something. Eh? This is rubbish, Bruce Willis wouldn't appear in it.

CUT THE CRAP... GET 20 MAXIMUM RAP TRACKS



FEATURING: JAZZY JEFF & FRESH PRINCE · K7 · ICE T
HOUSE OF PAIN · APACHE INDIAN · NAUGHTY BY NATURE

ICE-T · THAT'S HOW I'M LIVIN'

K7 · COME BABY COME

NAUGHTY BY NATURE · HIP HOP HOORAY

HOUSE OF PAIN · JUMP AROUND

THE FLAVOUR · NO MATTER WHAT U DO

E.Y.C · FEELIN' ALRIGHT

A TRIBE CALLED QUEST · CAN I KICK IT

JAZZY JEFF & THE FRESH PRINCE

CAN'T WAIT TO BE WITH YOU

(YES, THE NEW ONE!!!)

DE LA SOUL · ME, MYSELF AND I

APACHE INDIAN · BOOM SHACK A-LAK

STAKKA BO · HERE WE GO

SALT-N-PEPA · PUSH IT

JAZZY JEFF & THE FRESH PRINCE

BOOM! SHAKE THE ROOM

HEAVY D & THE BOYZ · NOW THAT WE'VE FOUND LOVE

MONIE LOVE · IT'S A SHAME

RUN DMC · WALK THIS WAY

HONKY · THE WHISTLER · SNOW · INFORMED

SOUL II SOUL · GET A LIFE

OUI 3 · FOR WHAT IT'S WORTH

Virgin

THE

This magazine

has been voted

Magazine of the year

by people working

in the games industry

Don't you want
to know **why?**



Issue **seven** onsale at
selected newsagents now





Oh, look, it's an airfield.
Probably needs a couple of
bombs to finish it off, eh?

This oil plant also looks as
though a bit of destruction
would set it off nicely.

The tanks that are scattered
around the place are more than
happy to take pot shots.

These radar sites are the
first target, but they're
heavily protected.



Bang! Smash! It's never any fun when an
American bomber decides to drop his payload
down the chimney of your house.



**James likes his
desserts. And his
main courses and
his starters. Let's
face it, he likes food.**

If you're going to make a video game based on
real battles, then you could do a lot worse than
make a Gulf war theme. After all, when it comes
to a high exposure, fifteen minutes-of-fame conflict
which is still fresh in the mind, the Gulf war has to
be some sort of god send. At least, that must be
what System Three thought, because here's Desert
Strike—a flight simulator 'em up which offers you
the chance to fight in an actual, modern and
intensely winnable war.

The plot is simple: using various planes, you have
to complete several dangerous assignments and
generally kick lots of naughty, Iraqi bottoms. In the
first mission, for instance, you have to destroy enemy

DESERT



Oh dear. It's not looking good, is it? An enemy
bogie and a missile up the tail-pipe. I'd fly back
to base while you still can.



If you like, you can choose to control this A-17 fighter bomber. Unfortunately, this particular bird is a bit knackered. Fighter pilots, eh? Tsk.

Desert Fighter

Looks

★ The stills look fine, but it doesn't move well. Good maps and newscasts, though

Sounds

★ 'Bang', 'Wop' – that sort of thing. There's some nice garbled radio talk, too

Gameplay

★ You'd have to be a real war fan to like this. Even then you'd be struggling

Lifespan

★ It's certainly tough and, if you can be bothered, it'll keep you going for ages

The bottom line

"Desert Fighter makes a bold attempt to blend arcade action with a 'serious' front-end. Unfortunately, it takes itself far too seriously, and the result is a monotonous rather than enjoyable game. Ah well..."

■ Levels...Lots
■ Difficulty...Medium
■ Continues...None
■ Release date...Out now

Final score

71%

For: Super NES (1 player) **From:** System Three **Price:** £45

radars, so that ground forces can advance without getting ripped to pieces. You can have as many attempts as you like, but you do have to contend with a time-limit.

Many of the choices you make – including those taken on the ground – eat up time. If, for example, you decide to try another plane or simply reconfigure your weapons array, the Kwik Fit blokes in the hangar will tell you how long it'll take them to tool the plane up to its full destructive capabilities.

Similarly, if you 'lose your bird', decide to check out intelligence reports, talk to HQ or view maps, a suitable amount of time is deducted from your overall limit.

PLANES

Highly complex, with detailed mission briefings and plane specs

PAINS

Unnecessary realism and slow flying hits make it all a bit pointless

When you do finally get to what you hope will be the good bit, namely, the arcade-style, isometric flying, you'll be gutted to find that as bits go, it's far from good. The planes are ponderous and difficult to control, and they look a bit grotty, too.

It might well be true that a real plane is virtually impossible to turn on a six pence, but games are about escapism not reality.

What's the point in pretending you're a highly-trained, death-dealing, fighter pilot if the consequences are just hard work? The complex front-end does lend authenticity, I

suppose, but it also makes the action itself too unrewarding.

JAMES

T!

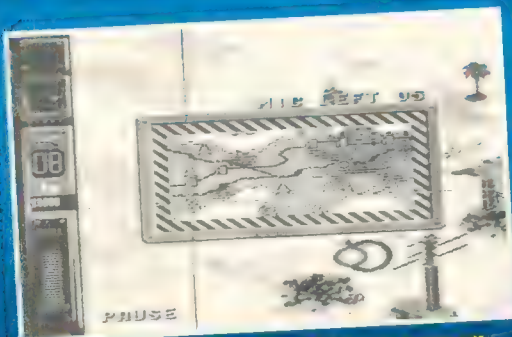
The jet set...

TOTAL! TACTIX



Each of the planes has its own characteristics. For the first mission, which involves a lot of bombing, the A-10, or warthog is your best bet. They might be slow, but hey, they've got huge bombs and they don't care what hits 'em.

DESERT FIGHTER



When you pause the game, this map pops-up. Which is handy, 'cos the Iraqis don't take kindly to enemy fighter pilots asking for directions.



If there's a heavy enemy air-presence, it's a good idea to neutralise it with a dedicated fighter, before taking your bomber in.



That's one less message that'll get through. You need to destroy eighty percent of the enemy's radars to finish level one.

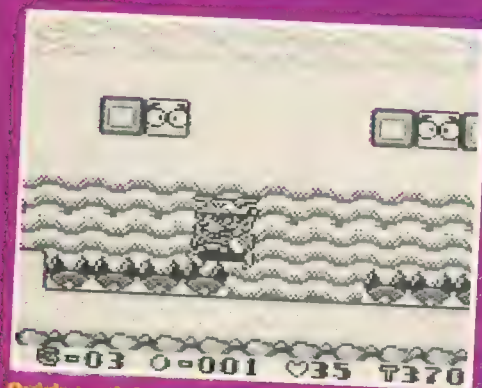
Little Wario, complete with the mohican, has just jumped on and flipped a baddie.

These pointy fellows need to be jumped on - not charged at.



WARIO

Super Mario Land 3



Quick and drag Wario down into the mouth of an awaiting Venus flytrap. What a way to go.



Wario wears the Dragon Breath hat as he splashes about in the water. But, hold on, isn't he walking on the surface?



Wario is short, fat and evil. Still, James is used to dealing with that type - he's been around Frank long enough.

Times are hard in the Super Mario universe. There's been a scandal over corrupt council house sales and Wario, with his criminal record and somewhat chequered history, has been refused a mortgage.

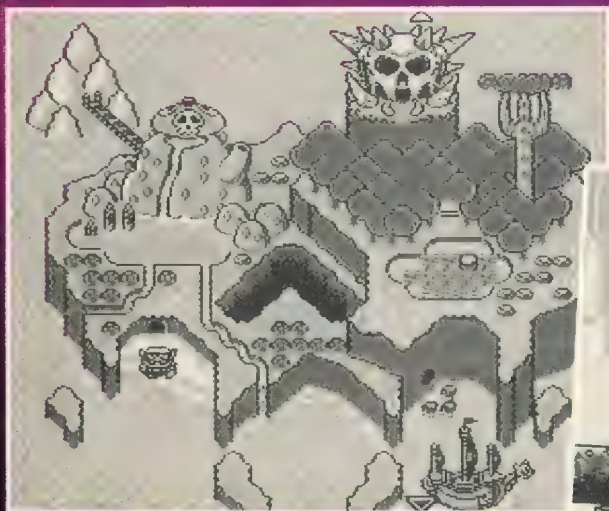
In Super Mario Land 2, Wario tried to steal Mario's castle, but his plans were thwarted by everyone's favourite Brooklyn plumber. (At least, they were if

you managed to finish the game.) Wario's not the sort to give up, though.

Hence his new plan. The master villain's decided that if he can sick enough pirate treasure, he can buy his own castle. Well, it's got to be easier than working for a living, hasn't it? (Drop mental you know, James? - Frank) Unfortunately for bad boy Wario, there's a whole new school of villainous tuff out there, namely the Kitchen Tool Pirates.

Wario behaves just like Mario as he works his way across the Kitchen Islands. Except instead of collecting coins to rescue a princess, Wario is collecting coins to buy himself a nice, big castle. Which seems a far more sensible course of action, if you ask me. I mean who wants one of those royal types anyway? All those biographies and sneaky photos - no thanks. Anyway, I digress.

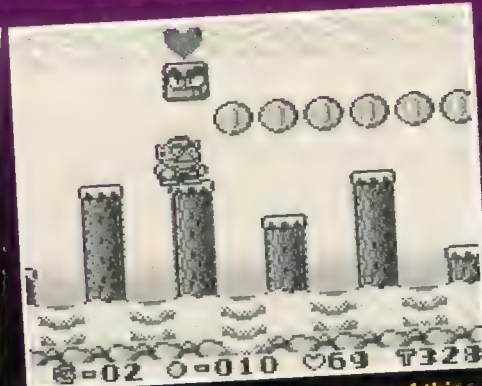
WARIO'S
Clever level design and plenty of variety. It is a Mario game, after all.



Land ahoy! This is where the action takes place - Kitchen Island. There are over 40 levels hidden across the island.



This bad guy chucks bombs at you. Nice codpiece, though.



Can you spot the hidden route out of this level? It's right under Wario's nose.

Recognise these little fellows? Yup, they're the good, old venus flytraps.

This vase thing will give you a helmet power-up.

WARIO LAND

For: Game Boy (1 player)

From: Nintendo

Price: £30

Suffice to say, Wario is busy robbing the rich pirates to give to his poor bank account.

As you can imagine, the Kitchen Tool Pirates don't take too kindly to having their coffers plundered, and hence have rustled up a rag tag bunch to stop Wario. Now, these baddies don't offer much resistance initially and they largely show up in simple round things which you can jump on, stomp, and even pick up and throw. But as you progress, the pirates get tougher, until they end up sporting spiky outfits, waving swords and chucking stuff at you!

Wario's not going in naked, though. He's got his dungarees, of course, but on top of that, he's also got a very fetching line in head wear. Different hats offer different powers. The Bull Hat turns Wario into a stampeding bull, which is handy for charging the bad guys. The Dragon

Breath Hat makes Wario breathe fire, which is useful for burning out nests of pirates. My fave, however, is the Jet Pack Hat which helps Wario to fly. This is invaluable when you reach the Wink Chambers.

The level design is just what you're expect from a Mario game. Graphically, Wario Land gives good eye, and the game itself includes plenty of intuitive exploration, experimentation, variety and rewards.

There are loads of different routes through the levels, with oodles of secret passages. There are six different game endings, one which one you see depends on how much treasure you've collected. You can waste through the levels in a few days, but it'll probably take you a few months to uncover everything.

Wario Land is a worthy addition to the Super Mario Land series. So, what are you waiting for? Go get it.

JAMES

T!

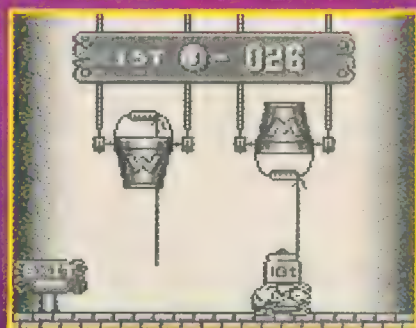
DADDY-OHS
Well, those dear ol' Game Gear owners will feel jealous, I suppose.

Pull the other one...

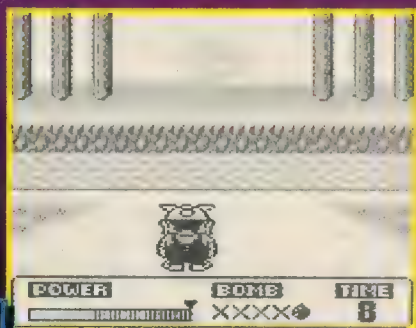
Excel at the regular game and you'll be treated to a silly bonus stage. What do points mean? Prizes!



Wario enters the bonus games through these tree trunks. Choose the game you want and push up.



Pull one rope and you get cash, pull the other and you get a ten tonne weight. It's all a bit random, really.



This is much more fun. You gamble on your choice of range, then chuck bombs at bad guys.

Wario Land

Looks

◆ Slick backdrops, and sprites which are just full of character.

Sounds

◆ Usual tuneful warbles, and a new anthem for the Mario games.

Gameplay

◆ Easy to master control system and lots of intuitive gameplay.

Lifespan

◆ With six different endings, it'll take ages to get the best outta this cart.

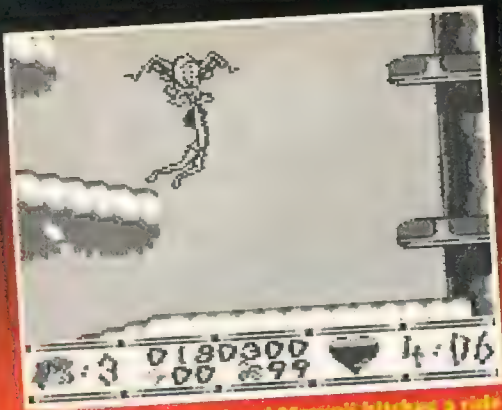
The bottom line

"Yup. It seems that them Nintendo boys have done it again. The best of the series, so far. Great level design, loads of power-ups and a joy to behold. The Hedgehog is soundly thrashed, once again."

- Levels... Over 40
- Difficulty... Medium
- Continues... Variable
- Release date... April

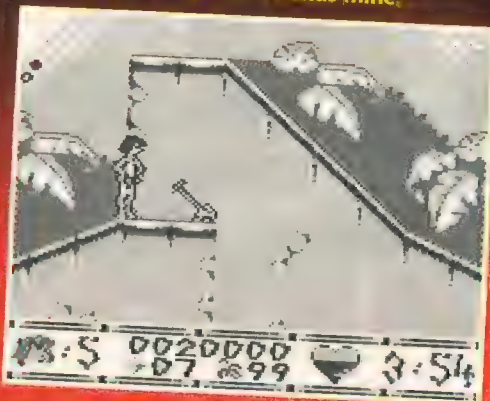
Final score

92%



At the end of each level Mowgli catches a ride with a huge vine. A good trick, really.

If you grab one of these spades you'll be able to have a go at the bonus level. This involves digging your way into a bonus mine.



He can also swing ten a vine like anybody's business. This might not be much use in other platforms, but it's pretty much a necessity for a Jungle Boy like Mowgli.

The JUNGLE BOY



After a few months of Frank's 'civilised' company, Dane can see why Mowgli wants to stay in the jungle.

After being abandoned at birth, Mowgli, the hero of both film and game, has been raised by a family of wolves, but all that's about to change. Shere Khan – the man-hating tiger – has returned to the jungle, and the pack decides to send Mowgli to the safety of a man-village.

For: Game Boy (1 player)

From: Virgin

Price: £25

However, Mowgli, who's grown accustomed to jungle life, and doesn't yet know the joy of hot Mowgli isn't too keen on the idea. But after various misadventures with Baloo and Bagheera, he spots a girl near a man-village, and like any hot-blooded bloke, he immediately drops his pals to be with her.

If you've seen Aladdin on the SNES you'll know just how well cartoon animation can adapt to game life. The gorgeous Disney designs are rich in character and the fluid movement of the animation provides the perfect starting point for a computer game.

VINES
probably one of the most attractive games you'll ever see for the handheld

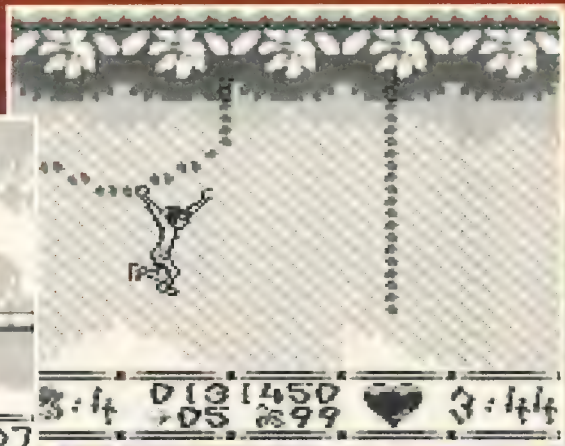
There are plenty of vines to flap from and some to swing on, climb along and shimmy up. There's also a wide variety of unfriendly jungle wildlife including Kaa the snake and King Louie's troop of monkeys. As well as knocking seven bells out of these creatures with his bananas, our plucky young hero also has to find a certain number of jewels on each level.



The animation of the central character's lovely to watch. Here Mowgli struggles to keep his footing on a steep slope.

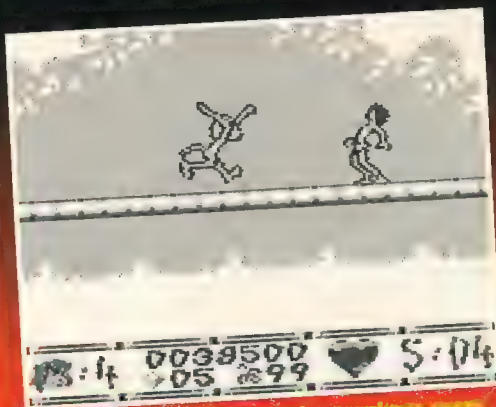


The various clocks you find scattered around the place give you extra time to finish a level.



More hand-over-hand action from Mowgli. It looks precarious – but hey – he's been raised in the jungle, you know.

He may have been abandoned, but Mowgli's still part of his generation. This is the rave version of the 'Oo-er, I'm a bit dead' dance.



In a strange coincidence, the monkeys seem to have been modelled on the dancing of their own disco king, James Brown, really.

These doorways act as lifts, taking our hero between levels in Kaa's great tree.



OOK

Even given the Game Boy's obvious monochrome limitations, the graphics don't disappoint. The animation's fluid and responsive, and manages to move convincingly while retaining a positive feeling of control. There is a down-side to all the loveliness, though.

The jungle background, although beautiful, makes it hard to see the main action. A simpler, more contrasting background would not only have shown off the stunning animation, but also improved the gameplay quite considerably.

Still, it's the most attractive title your Game Boy's ever likely to see and, once you get in to the game proper, you'll be having too much fun to pick faults.

The structure's based on staying away from the bottom of the screen and searching for gems. This far more important than avoiding the baddies, who only inflict minimal damage, and usually turn into health-restoring fruit. There's no real route through the levels, but it's best to explore all regions of the jungle while you're in the area, because it can be tricky getting back if you've missed one or two jewels along the way.

The gameplay is lovingly designed and even if it does over-reach itself slightly The Jungle Book is still one of the best games you'll get for your handheld.

T!
DANE

Kaa gets a kicking

At the end of the second level you'll meet Kaa, the mesmerising snake.



Kaa's very to hit when he first wakes up, 'cos he's still at the bottom of the screen.



At this height, a quick tap on the jump button gives you just the right amount of lift.



You'll have to move up to the middle branch here. A few more hits should do it.

The Jungle Book

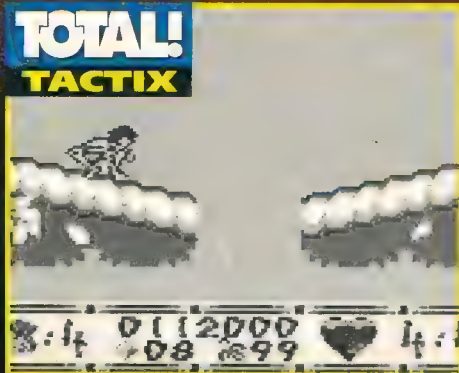
- Looks** [10 bars]
 - Beautifully implemented characters taken directly from the Disney originals.
- Sounds** [10 bars]
 - The movie's tunes and some reasonable FX boost the sound end of things.
- Gameplay** [10 bars]
 - Good, non-linear design, enjoyable swinging and climbing, plus good mechanics.
- Lifespan** [10 bars]
 - It's no push-over, and you'll want to see it again, even after you've completed it.

The bottom line

"Wow! What can I say? The Jungle Book is a stunning-looking and highly playable interpretation of the classic Disney film. One of the bare necessities for your little, grey pal. Hey - trust in me!"

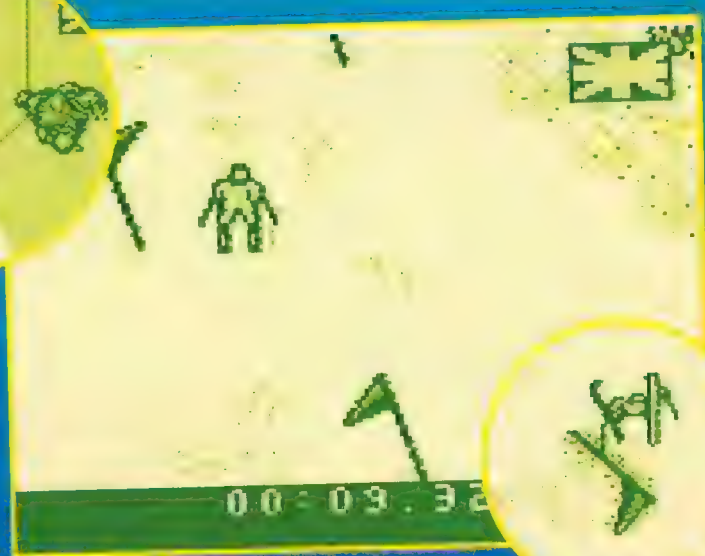
- Levels** 12
- Difficulty** Medium
- Continues** 3
- Release date** March

Final score
90%



Go take a running jump

To make it across some of the wider gaps, you'll have to get used to the running-jump control. Hold down the throw button as you walk, and you'll accelerate enabling you to make longer leaps. You'll still need to be virtually pixel perfect in some places, or you'll end up falling off the bottom of the screen. Walk up to the gaps first, to make sure you know exactly where they are.



Yikes! Look at that! A couple of nutters are kicking-in a tramp. Whaddaya mean it's the start of the bobsleigh event? No way.

Above, you're zooming down the slalom. On the right, you're fracturing your collar bone.

WINTER OLYMPICS



When it comes to frosty challenges, Dane's the boss. She's got a line of patter that'll stop a lovesick rhino at five hundred paces. Just ask Frank...

Well, it's license time, again. If there's more than two people at any given event, you can bet your granny's pension book that one is trying to sign some kind of a deal for a software company.

For: Game Boy (1 player)

With the Winter Olympics still fresh in everyone's mind, US Gold have seized on the chance to cash in on the frosty fables of whizzing around the icy wastes of Norway. The game, Winter Olympics, has the official Lillehammer license and even sports the official logo.

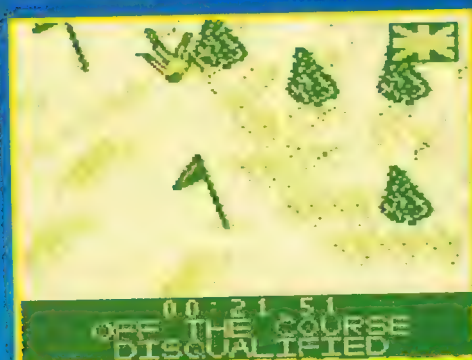
Based on seven Olympic events, the producers are keen to push this cart on the premise that it's not just one game, but seven all for a super low price. You can take part in a combined competition or practice individual events. The more

From: US Gold

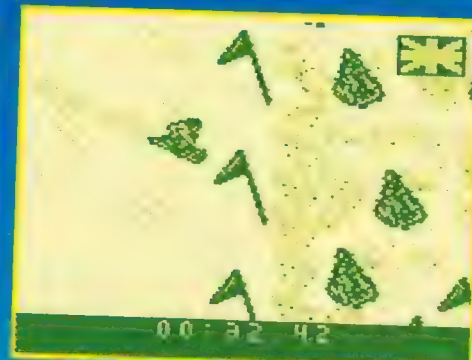
Price: £25

▲ GOLDS ▲
Well, there are seven varieties of boredom to choose from...

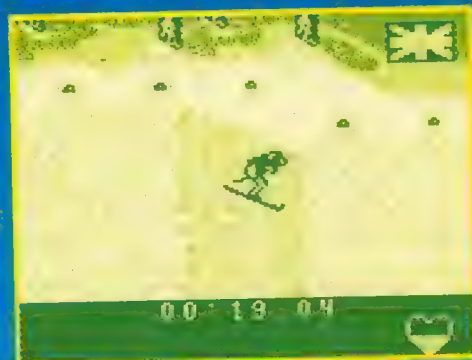
dangerous sports include downhill skiing, slalom, bobsleigh, ski jumping, freestyle moguls, and if you feel like something more sedate, you can gear up for the biathlon. Downhill and slalom are basically the same thing. You control the direction of your skier, the idea being to keep to the optimum line. But that's not as easy as it seems, the controls handle very strangely and at first it feels like they've been reversed. Push one way and the skier seems to move in the opposite direction. (Press right and the skier



Oh dear. Oh deary, deary me. You're not very good at this skiing lark, are you? Ah, that flag in the top-right explains a lot.



I can't see this careering towards the edge-of-the-slope being an especially good approach, either.



Even the British team should have no problem getting down this gentle slope. As long as they take it easy, that is.



The ski jump and the biathlon are two of the strangest sports in the world. I mean, who thought up these sports? Attila the Hun? Hitler? Ken Dodd?



Erst I recognise him. That's that Eddie The Sparrow chap, isn't it?

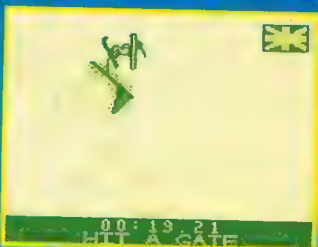
WINTER OLYMPICS

moves to his right, but as he's facing you, he moves to the viewer's left.) Apart from this control trickery, however, the courses are fairly boring.

The freestyle moguls are slightly more interesting – only slightly, mind – with the addition of some flashy air manoeuvres, including a 'helicopter' and flip using the D-Pad. The ski jump's more of the same – you press the jump button and use the D-Pad to control yourself in the air. Ho-hum.



The ski jump is a nutter's sport. How do you learn? Eh?



Yet another one bites the dust, or piste, rather.

MOULDS
Awkward controls, one-dimensional gameplay and bland backgrounds



This is the end of the actual ski jump. Looks a little bit grotty in me. Still, what do I know?

There are only three non-skiing events, these are the finger-flexing Track And Field style events – the bobsleigh, biathlon and speed skating.

The main object of these events is to use the wobble technique to get the fastest possible start, and then remain on the course, by maintaining the optimum line in the bobsleigh, you'll increase your speed and achieve a quicker time.

The biathlon and speed skating are much the same, but they're far too boring to talk about.

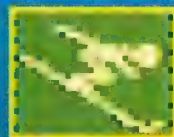
Suffice to say, one has a moving crosshair and one doesn't. Winter Olympics might look like a bargain, but trust me, I've had more fun defrosting my granny's freezer.

DANE

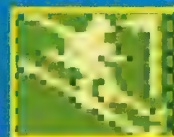
T!

Look, mam. It's the main events...

You can take part in seven authentic, in the cold sports, each represented by an official, olympic bendy figure.



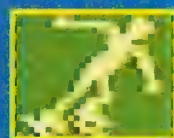
The downhill.



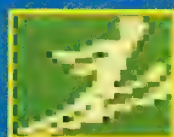
The slalom.



The Biathlon.



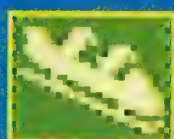
Speed Skating.



Ski jump.



Mogul Jumps.



Bobsleigh.



Erst, all seven.

Winter Olympics

Looks ■■■■■■

• Fine as far as the figures are concerned, but the courses are blander than GMTV.

Sounds ■■■■■■

• This includes all the usual irritating, bleepy noises. Turn 'em off!

Gameplay ■■■■■■

• The individual games are one-dimensional. As a whole, they're a cure for insomnia.

Lifespan ■■■■■■

• It should only take you a few minutes to play and dismiss each of the events.

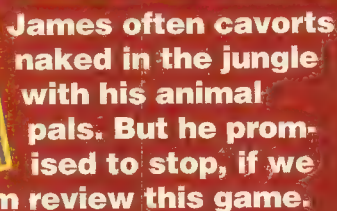
The bottom line

"Seven dodgy games which, when added together, create one very dodgy game. Awkward controls and dull backgrounds. This is an abysmal title. A real snow-hoper..."

■ Levels 7 events
■ Difficulty Easy
■ Continues Yes
■ Release date Now

Final score

45%



There's this bloke
called Mowgli. Well, I say

JUNGLE
Great graphics and polished animation. This puts a few SNES games to shame

done in the jungle, he went green, grew fangs and learned how to harness the electrical powers of the jungle. Mowgli, on the other hand, simply fashioned some primitive boxer shorts, got a hippie haircut and learned how to sing.

Anyway, enough of this nonsense, let's get on with the game. Shere Khan, the man-hating tiger, has returned to the jungle and Mowgli's foster family – a pack of wolves can no longer protect the young man-cub. So, he has no choice but to join in this smashing, platform game and amble about the jungle, collecting diamonds and chucking nanas at all and sundry. No. I don't remember that bit in the film either.

Predictably enough the backdrops in *The Jungle Book* are very jungley – loads of trees, vines, holes,



The
JUNGLE BOOK

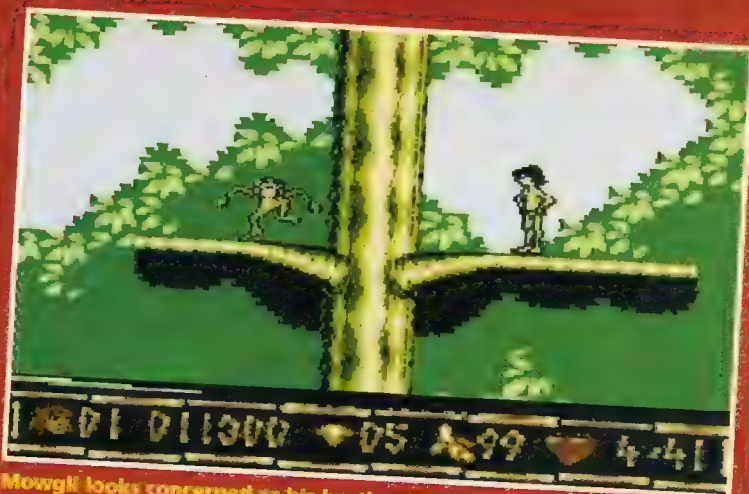
For NES (1 player)

From: Virgin

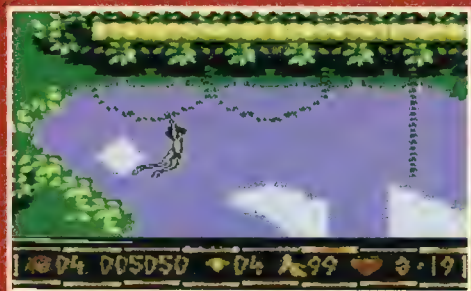
Price: TBA



The friendly elephants of the Dawn Patrol give you a ride. Watch out for the birds, though. Colonel Hathi, where are you now?



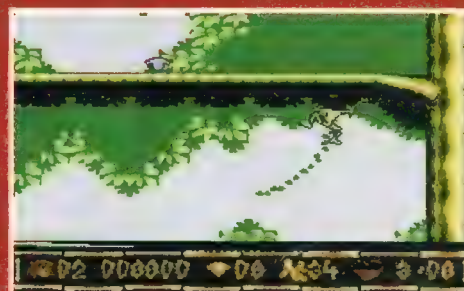
Mowgli looks concerned as his brother-in-law dances the Funky Gibbon. His family had such high hopes for him, too.



Mowgli shows off his underarm deodorant. Body odour? Not since I started using new Jungle Mud for men.



That disembodied head is an extra life, and not, as I first thought, the dismembered victim of some bizarre and terrifying ritual.



Mowgli shimmies up a rope, repeating to himself over and over, "That purple thing will be mine. It will be mine."

rope bridges, secret tunnels through trees, purple flowers, rocks, grapes and special banana power-ups. Cool jungle, right?

The backdrops are superbly detailed and the animation authentically reproduces loads of bits from the movie. Mowgli is gangly, the friendly animals are cute and the nasty animals are scary. Everything's as it should be. The jungle is packed with scurrying critters of clay and scale, most of whom chuck themselves with reckless abandon at Mowgli. Some animals will help out though, like the lumbering elephants from the Dawn Patrol, who give Mowgli a lift.

The sound is great too, as it bleeps out all your old favourites (I especially liked the Bare Necessities). The gameplay can be a bit frustrating at times, but like all the best games, once you overcome a problem, you'll feel rewarded and fulfilled.

It's typical. Just when you're starting to think the NES is burning out—that everything which could've been done has been done—a game like this comes

along to re-write the history books. (Well, only the bits about NES games. You can keep the wars in for now!) The 8-bit's will get what it takes, and it's good to see that

Virgin are still investing in the NES. This is a brilliant game, one that should grace any NES collection. In fact, I enjoyed this game so much that I've managed to get through this entire review without mentioning how vile Euro Disney is... Doh, and I was doing so well. JAMES

T!

BUNGLES

Some frustrating game play, but it's all part of the game...

The Jungle Book

Looks



Detailed animation which actually puts one or two SNES games to shame

Sounds



All your favourite tunes are here and the effects are great, too

Gameplay



A few frustrating features, but I just love the swinging sensation on the vines

Lifespan



Some tricky level design and bosses which'll give you a sore thumb

The bottom line

"Well done, Virgin. A new NES game which no owner should be without. Stunning, Aladdin-style graphics and animation. Yes, this one has a bit more than just the Bare NES-essities. Hur, hur, hur, hur"

- Levels 12
- Difficulty Hard
- Continues Available
- Release date May

Final score

92%



THE ULTIMATE GAME DUSTING CARTRIDGE

Just imagine, infinite lives, unlimited energy, special effects, extra fuel/ammo or play on any level. Become invincible with the Action Replay MK 2 Cartridge for your SUPER NES™ Console.

2

FOR THE SUPER NES™

£49.99
INC. P&P

ACTION REPLAY MK 2



GAME BOY™ version £29.99*

NES™ version £29.99*

*GAME BOY™ & NES™ VERSIONS VARY FROM THE SUPER NES™ VERSION IN SOME FEATURES

NEW

MEGA CHEAT INPUT SCREEN

Now you can input upto 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like all at once! Imagine infinite lives, unlimited energy, special moves, super high jumps, double speed, unlimited weapons, infinite retries, custom colours, special magic etc. etc. all at once! Well now you can with the new Mega Cheat System.

NEW

ADVANCED CHEATFINDER

Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied but from the huge number of cheats published in magazines each month! But the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer/cheatfinder feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now ever easier.

UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games! So if you see a cheat in the Manual or Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NEW

UNIVERSAL ADAPTOR FEATURE

Action Replays unique adaptor feature which allows you to play even import titles on your console has also been improved. Now with the use of new custom chips you can also play so called "NTSC only" games from the US and Japan.

NEW

NEW SLO MO FEATURE

With this unique feature you have total control of the speed of the whole game. You choose from about 50% to full speed very effective with most games!

MORE ENERGY

MORE LEVELS

MORE POWER

MORE LIVES

INFINITE GAME DUSTING CODES



Pro UNIVERSAL ADAPTOR ONLY £14.99

The Universal Adaptor feature of Action Replay 2 is available separately! With the **NEW** Pro Universal Adaptor you can now choose from the huge range of US & Japanese software and play it on your UK SUPER NES Console... even so called "NTSC only" games from the US!!!!



NEW

"DEAD CODE" GENERATOR

"Dead Codes" are super cheats which effectively enable you to rewrite whole sections of the game giving total control. No other product features "DEAD CODES".

* IMPORTANT ACTION REPLAY IS HIGHLY RECOMMENDED, MANUFACTURED, DISTRIBUTED OR ENDORSED BY NINTENDO OF AMERICA INC.

NO NEED TO WAIT

So remember because Action Replay has both a **Universal Adaptor** and a **Universal Cheat System** you can buy the latest releases even as import and crack them wide open -NOW!!



HOW TO ORDER



24 HOUR MAIL ORDER HOTLINE

PHONE 0782 744707 FAX 0782 744292

MAIL ORDER

DATEL ELECTRONICS LTD. GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND.

OR CALL AT OUR LONDON SHOP: DATEL ELECTRONICS 222 TOTTENHAM COURT RD LONDON W1 TEL: 071 580 6460

NINTENDO SUPER NES™ GAME BOY™ & NES™ ARE TRADEMARKS OF NINTENDO INC.

GAME ZONE

Maximum SNES GAMES Magazine

Racing around the track *Speed Racer* has one final chance...

If only he can grab April's *Game Zone*. Only there would he find the secret story of how this cult cartoon kid came to the SNES. Only *Game Zone* 18 would enable the boy Racer to thwart the evil Racer X, Snake Oiler and Captain Terror.

"Gosh, I hope nobody gets hurt"

Tipped! The hardest games you'll ever play on the SNES:

Wolfenstein 3D, Flashback, Madden NFL 94 and Mega Lo Mania.



Mega Man X NOT good!
DO NOT buy this game until you've read Jonathan Nash's myth-busting review.

Game Zone, a magazine packed with verve, nerve, style and everything Super Nintendo

Next issue on sale 10th March



The logo for 'Krusty's Super Fun House' is displayed in a stylized, bubbly font. The word 'KRUSTY'S' is at the top in large, green letters with a thick black outline. Below it, the word 'SUPER' is in smaller, orange letters with a thick black outline. At the bottom, the words 'FUN HOUSE' are in large, green letters with a thick black outline. The background of the logo is a light blue and white pattern, possibly representing a sky or a funhouse interior. There are also small, stylized figures of Krusty the Clown and other characters around the text.

MECHANICAL



GO

Games for Mega Drive, SNES, Amiga, Jaguar, CD-32, PC, 3DO, the lot!

But we know what you really want to read about...

We're
Britain's
biggest-selling
games magazine!

The ULTIMATE in the world of videogames

£2.25

PLAY GAMES MASTER

Sega! Nintendo! Amiga! CD-32! 3DO! Jaguar!

WORLD
EXCLUSIVE!

Issue Sixteen April 1994

MEGA DRIVE
Chaos Engine
Streets of Rage 3

SUPER NES
Mega Man X
Choplifter 3

AMIGA
Beneath a Steel Sky
Legacy of Sorasil

3DO
John Madden
Monster Manor

JAGUAR
Tempest 2000
Alien vs. Predator

PLUS!
First ever look at
Jaguar CD game



A HAT-TRICK
OF TOP WORLD
CUP FIRSTS



- All the moves and secrets
- We talk to the programmers
- Home versions - latest news

WIN!
Your very
own MK2
coin-op!



future
PUBLISHED

4
CHANNEL FOUR
TELEVISION

**Issue 16 on sale
Thursday 24 March**

**Frankie's
Shorties:
Small is
beautiful!**

Dear TOTAL,
I was wondering if you could send me
some cheats for Nintendo games.
Brian Fleck, Londonderry

Dear Brian,
Sorry, you'll just have to read the
cheat section like everyone else.
Lazy git. **FRANK**

Dear TOTAL,
Do you think my name is funny?
Gideon Snodgrass, Gosport

Dear Gideon,
Hardy, har, har. **FRANK**

Dear TOTAL,
When will Sensible Soccer be coming
out on the SNES? It's already out on
the Mega Drive. I've looked all over
and no-one seems to know when it will
be coming out.
Riccardo Williams, Lancashire



Over here, on the head, son.
The ref's blind; ad lib to fade.
Dear Riccardo,
It's in the shops now! **FRANK**

Dear TOTAL,
Do you have a fax? If so, what's the
number and how should I address a fax
to you?
Ian Kerrigan, Liverpool

Dear Ian,
The fax number is printed some-
where in the mag. See if you can
find it. **FRANK**

Dear TOTAL,
In Zombies, can you have two players
on screen at the same time?
Kirk Williams, Newport

Dear Kirk,
I do believe we said that in the
review. **FRANK**

Dear TOTAL,
I don't know what football game to
get for my SNES, because Striker and
Sensible both got 94%. Can you help?
Rhys Harries, Cardiff

Dear Rhys,
No, I can't help. They are both
equally fab. **FRANK**

Dear TOTAL,
What games, apart from Mario Paint,
work with the SNES mouse?
David Pascoe, Merseyside



**Here it is, your chance to wax lyrical on a whole
range of subjects. It's quite exciting, isn't it?**

Mega sins

Dear TOTAL,
Wow! Awesome! How do you do
it? The whole thing's perfect!
Anyway, I decided to pour
my heart out to TOTAL, because
it's the best mag available
anywhere in the world. I'm
writing to ask for your
forgiveness. You see, I once
owned a Mega Drive!

After almost a year and a half
of this pathetic existence, I bought
the Mario All-Stars package. I
thought that if I owned both
machines, I could end the pointless
squabbling between gamers, by
making unbiased
comments on the
merits of each
machine. How
wrong I was!

The Super
Nintendo is a
million light years ahead

of the Mega Drive (or, is it Mug-O-
Drive?). I mean, look at Starwing,
then look at F-22 Interceptor:
there's simply no comparison.

I immediately sold the clappy
system to an unfortunate
vegetable and cashed in
on a few new Super
Nintendo titles. Since
then, my health has dra-
stically improved.

I therefore come before
you as a devout and humble
convert seeking absolution. Will
you grant me forgiveness?

Matt Yorston, Southsea

Dear Matt,
You've committed serious
crimes against
humanity and
have defiled
yourself on an
errant quest.
However, given
your sincere contri-
tion, the great

Frankness will grant you abso-
lution on the condition that
you never, ever play with the
Sega devil again. Amen. **FRANK**

Happy families

Dear TOTAL,
I read in issue 15 of Super Play that
M. Bison is Chun Li's stepfather.
That her real father is in the grave
and that her mother was raped by
Chun Li's natural father, when he
was drunk. Her mother then
brought her up, training her to kill
her father, without telling Chun Li
who he really was.

Chun Li's mother married M.
Bison some time after the rape.
Blanka is Chun Li's half brother.
And Chun Li's natural father is Ryu
and Ken's martial arts teacher!!
Could you please tell me if any of
this is true?



WIN! WIN! WIN! WIN! WIN!



**Write to TOTAL
and win a fabbo-
brill Konami
game!**

Every month the sender
of our prize letter wins a
smart Konami game on
the format of their choice.

As Konami make the excellent
Probotector, the equally
wonderful Castlevania and a
heap of other startlingly good
games, it's definitely a prize
worth winning. So get writing -
and don't forget to say in your
letter what format you want if
you win (although we get to
choose the game itself).

WIN! WIN! WIN! WIN! WIN!

Weird places I've played

My Game Boy



(Number 25)

NAME Matthew Cowan
AGE 11
FROM Creef, Perthshire

Weird places don't come much stranger than this. Matthew Cowan from Creef in Perthshire plays his Game Boy perched on top of ten foot hedges. Still, at least he didn't feel the urge to straddle the rose bushes beneath him. That would have certainly given him a thorny problem.

Oh! We know you weirdos are out there! Send all those pictures of Game Boy-playing antics to: **Weird Places I've Played My Game Boy, TOTAL!, 30 Monmouth Street, Bath, Avon BA1 2BW.** We'll print any really *unusual* ones and send you a spanking new game for your hand-held (well, after we've played it a bit first).

Win a
GAME BOY
cart!

While I'm about it, how do you get past the boss on level 4 of Kirby's Adventure?

Greg Sheal, Grudenboy

Dear Greg,
You're obviously a bit of a sad chap. Everyone in the world knows that Kirby is actually Blanka's dad and that Bowser's his mum. And considering there's absolutely no family resemblance, I think your version of events is a complete load of tosh.

However, in *Super Street Fighter*, Cammy used to be M Bison's girlfriend. Dee Jay was Blanka's squash coach when they lived in the North Pole and T Hawk lives in a teepee beneath Cammy's military beret. Honest. **FRANK**

Seen it all before

Dear TOTAL,
I've been an avid reader of *TOTAL* since issue one and it just keeps on improving. One thing bothers me, though. Namely, the rate at which the console market moves.

I mean, you go out and buy a console and by the time you get home, it's just been made obsolete. I sold my Game Boy to raise the cash to buy a Super NES, and now everyone's talking about the Hyper NES, Jaguar and 3DO. Will all the software compa-

nies forget the Super NES in this new wave of gaming?

Oh, and here's a couple of questions for you.

1 Is PGA Tour any good? Or would I soon get bored?

2 Does the absence of gore in *Mortal Kombat* really affect the gameplay?

3 If you set Pop 'N' Twinbee on the highest difficulty setting, is it still a bit too easy?

4 Why, when a game like Pop 'N' Twinbee comes

out, do all the magazines say, "It's just another shoot 'em up, you've seen it all before," yet, when *Super Mario All-Stars* was released, they regarded it as something



We love you, Mazza. Oh yes, we do...

Art of the matter

Dear TOTAL,
I thought I should put birp to paper and ask a few questions. Please could you answer them?

1 Who's your artist? His pic of Game Boy Starwing in Issue 24 was Mega!

2 What's the maximum amount of bits you can have in a single NES cart?

3 My mate, Alex, reckons there's going to be a game called *Mortal Kombat Ultimate Challenge* for the Nintendo format. And that it will include all the gore and two more characters. Is this true?

4 I read in *Alien Magazine* that there's going to be a game

called *Operation: Aliens*. Will it come out on the NES or SNES?

5 What do you think of the following books: *How to Beat Nintendo*, *How to Win at Nintendo Games*, *How To Win at Super Mario Bros. Games* and *Super NES games secrets*?
Martin Wray, Leicester

Dear Martin,

1 We have two artists - Lam Tang and Brad Merrett. The *Starwing* pic is actually the Super NES version with the colours changed.

2 8-bits. The NES power supply wasn't built to handle much more than that.



Reading a book! Would it be the most frightening challenge you've faced since you bought your Nintendo? Probably.

Dear David,
Lemmings, King Arthur's World and Wolfenstein 3D. **FRANK**



The SNES mouse. Yup, there are plenty of games for it.

Dear TOTAL,
Which is better, NHLPA Hockey or Bulls Vs Blazers?

Jason Breen, Co Down

Dear Jason,
Hockey. By an icy mile. **FRANK**



Slippery people prefer NHLPA Hockey by far. Eh?

Dear TOTAL,
Are you going to start a *TOTAL* fan club? If so, I'll be the first to join.
Ian Kerrigan, Liverpool

Dear Ian,
You are now the first member. But you don't get nowt. **FRANK**

Dear TOTAL,
Have Nintendo made any changes to the Game Boy since 1989?
Karl Kiernan, Hertfordshire

Dear Karl,
No, it looks like the Game Boy's well on the way to being a design classic. **FRANK**



Dear TOTAL,
I'm writing to advise you of my change of address (stated top right). Change will take effect immediately.
Steve Harris, Cumbria

Dear Steve,
Oh, right. Well, erm, thanks very much. Eh? **FRANK**

Dear TOTAL,
Will Lemmings II or Xmas Lemmings come out for the SNES?
David Pascoe, Merseyside

Dear David,
Lemmings II should be coming out later this year. I've played it. It's great. **FRANK**

Dear TOTAL

Why don't Nintendo give everyone a motherboard and just flog the chips? They'd save a fortune on all the plastic and stuff.

John Kennedy, Middlesex

Dear John

Well, they wouldn't look very good for a start. Plus, the ROM chips used are very small and delicate things, so the chances are, people would end up losing or breaking them. You might as well say the same thing about cassettes. Why not just sell the tape and use reel-to-reel recorders? FRANK

Dear TOTAL

I've heard that Nintendo have scrapped the idea of making a CD add-on for the SNES. Is this true?

Michael Sangster, Edinburgh

Dear Michael

Yep, and rightly so. FRANK



The CD that never was. Who needs it, anyway?

Dear TOTAL

Which football teams do the TOTAL gang support?

Grant Newlands, Edinburgh

Dear Grant

Whichever one is winning. FRANK

Dear TOTAL

Why didn't Nintendo give the UK SNES its own design, instead of just ripping off the Japanese Famicom?

Barry Dalton, Dublin

Dear Barry

It costs a lot of dosh to design a machine, so why bin a successful design? FRANK



We like this design, all smooth and lovely

Dear TOTAL

Do you think Sega and Nintendo will ever work together?

Mark Worley, Oundle

Dear Mark

I wouldn't count on it. Sega and Nintendo are bitter rivals - the sort that would probably have a fight in the carpark, if they ever met. Besides, why should Nintendo help Sega out? FRANK

completely new, rather than just another platform game?

Nathan Baker, Cambridge

Dear Nathan

1 Yep, it is. And, given the fact that you like golf, no you won't.

2 Don't be silly, of course it doesn't. There's no interaction between the gore and players, so what on earth could you be missing?

3 No, not particularly.

4 Games which are purely formulaic, (ie: where the makers haven't added anything new to the genre), are always going to be knocked. Mario All-Stars, on the other hand, takes a fresh approach to the platform genre, and it deserves praise for that. FRANK

Adios Amiga

Dear TOTAL

I got an A1200 for Christmas, but I'm still faithful to my SNES. The reason I'm writing, is because Amiga Format announced that "the crappy SNES is an 8-bit machine, which only has a 16-bit graphics chip." If this is true, doesn't it mean that the SNES only has the same processing bit as my NES and Game Boy?

I'm confused, Nintendo originally hyped-up the SNES as a 16-bit machine, please could you set the record straight?

Also, could you tell me whether it's legal to rent SNES games, because my local video-store does?

Stephen Gibson, Herts

Dear Stephen

Amiga Format are just upset because there still aren't any decent platform games or

shoot 'em ups available on the Amiga. The Super NES has better graphics, better sound and better games than the Amiga. It also costs less and is, to all intents and purposes, a 16-bit machine.

It isn't legal to rent SNES games. Not yet, anyway. FRANK

Making Trax

Dear TOTAL

Your magazine is by far the best SNES, NES and Game Boy mag ever to grace a shop's shelves. Right, now the questions.

1 What has happened to the game FX Trax? Is it still coming out?

2 What ever happened to the Hornby Super Deck?

3 I thought the art supplement was great. Will there be another one?

4 Can you tell me whether the Nintendo version of Sensible Soccer be even better than the Amiga version?

Jamie Holiday, Leeds

Dear Jamie

1 Yes, although it's been renamed Stunt Race FX (see the exclusive feature in TOTAL 27). It should be out fairly soon now - and it's looking very, very special.

2 Hornby have decided not to release it. The low price of the NES makes it an unrealistic prospect.

3 We hope so.

4 Yep, we think so. The new control mechanism used in the SNES version makes it far more playable than the fiddly old Amiga version. FRANK



Across the board

Dear TOTAL

First, I'd like to congratulate you on a totally brilliant mag, and now I'd like to ask a few questions.

1 On the Sega ads they claim that the Mug-O-Drive is the most powerful 16-bit games machine ever created. So, why did it take 24 Megs to produce Sega's Street Fighter II, when the SNES's version, SFII Turbo (which is faster and has much better graphics) only took 20 Megs?

2 Space Hulk is an EA game for the Amiga. It's a conversion of a Games Workshop board-game, and I've heard that EA are working on two other games, Aspect Warrior and Kult Of Speed. Will any of these games be coming out for the SNES?

Steven Russell, Maidstone

Dear Steven

1 I think you already know the answer to that. The SNES is a much more powerful games console.

2 Not a chance, I'm afraid. Those games are just a bit too obscure for console owners. FRANK

Counting the cost

Dear TOTAL

This letters is in two parts. The first is about how great TOTAL is. Your mag is excellent. Right, on to part two - the questions.

1 In Issue 24, you said that it was great that the NES and its games were now going to be much cheaper. I can't help thinking, however, that this

Sex change

Dear TOTAL

I think TOTAL is brilliant and would like to ask you some questions.

1 I saw a Hyper Nintendo in Issue 25. Is it like the Mega CD, you know, something you plug into your SNES?

2 Is Dane a man or a woman?



After dedicated research, we can safely say, Dane's all woman.

3 What's the best Pinball game on the GB?

4 Is Tetris 2 as sad as Tetris, or will the game actually be decent and exciting this time?

Chris Brookes, Bournemouth

Dear Chris

1 Nope, it's a whole new system.

2 She's all woman (Grrrrrrowl).

3 It's got to be either Gator or Kirby's.

4 What do you mean?

Tetris is not sad. It's addictive, it's fun and it's great. So there! FRANK



Kirby gets his balls pinned. No that's not quite right.

heralds the end of the NES, and that this is simply a ploy by shops to get rid of unwanted stock. What do you reckon?

2 Away from these tales of doom and on to the whinging. I've read many letters complaining about how American and Japanese players enjoy full-screen SNES action, while we are limited to a letterbox display. What I want to know is, since different carts are required for the UK market, why can't they be manufactured for a full-screen display?

Matthew Coates, London



Spot the difference? Yup, completely different screenshots.

Dear Matthew,

1 Don't be so paranoid. If you enjoy NES games and they cost less than before, why complain? It's an undeniable fact that the NES is in decline, but then people have been writing it off for years. There's life in the old girl, yet.

2 Your Super NES simply doesn't know that the hands at the top and bottom of the screen exist. It can't see them or feel them and, most of all, it can't do anything about them - no matter how the carts are produced. Sorry, Matthew, but that's the way it is. FRANK

To buy or not to buy

Dear TOTAL,

In your last issue, you had 24 pages of Super Nintendo reviews, 13 pages of Game Boy reviews and only four pages of NES reviews.

Now, this is all fine and dandy for those smarmy SNES players, but for poor, little children who just happen to have skinflints for dads, it's a bit unfair. So, I put it to you:

1 Are there really so few NES games coming out? Or are you just not bothering to review 'em, because the SNES games are better to play and review?

2 My dad (the afore mentioned skinflint) won't buy me a Super NES, because he says that as soon as he does, Nintendo will bring out a new system which will play CDs and everything. Is there any truth in this?

Catherine Pilbeam, Isle Of Man

Dear Catherine,

1 Look, anything which is worth covering is covered. The sad truth is, there are less NES games being released.

2 The SNES is the best console currently available and it also boasts the widest range of quality software around. Software companies won't give up on a system while there's still money to be made - and the SNES is making money a plenty. New consoles are being developed all the time, but if you're waiting for the final system, you'll be waiting forever. FRANK

The money game

Dear TOTAL,

I'd like to say how good your magazine is and how I liked the covers on issues 24 and 25.

I'm writing to you for the first time. I'd like to know why the NES fell in price so quickly. It used to cost around £100, now you can pick it up for just £40. The SNES was around £150 and now you can get one for £100. But, the games are still as expensive as ever. Why? They only cost about £10 to make! Paul Hannam, Folkestone

Dear Paul,

It's a dirty business, video games. The carts are expensive because three companies have to make money from them. First Nintendo, then the software house and finally, the shopkeeper. Hopefully prices will fall soon, but don't hold your breath. FRANK

They know, you know

Dear TOTAL,

What difference are certificates on games going to make? Under-age children will just get older friends to buy them. And it's no good

saying, "Well, it's up to the parents not to buy it!" because most parents aren't even aware of the kind of violence in these games.

Dave The Rave, Peterborough

Dear Mr Rave,

Parents are aware. It's on TV, in the papers and on the radio. Hopefully, most parents keep an eye on their nippers. FRANK

In yer face

Dear TOTAL,

After watching the Children In Need 3D thing, a thought hit me. How about making a game in real-time 3D using those special glasses. Chris Burke, Inverness

Dear Chris,

I think it's already been done - and it was a bit pants. FRANK

Write to...

Send all your letters to:
TOTAL Letters,
30 Monmouth Street,
Bath, Avon BA1 2BW

Sorry, but we can only answer letters in print and can't reply to anyone personally, even if you send an SAE.

Here's that
TOTAL team
in full

Editor:
Frank O'Connor
Production Editor:
Karen Levell
Staff Writers:
James 'Ginge' Binn
Will Groves
US Correspondent:
Neil West
Art:
Art Editor:
Tanya Lemons
Art Assistant:
Bradley Bennett
Advertising:
Ad Manager:
Clare Morton
Dep Ad Manager:
Louise Woods
Classified Controller:
Susan Wheatley

NOTE: If you have any complaints about advertising, call Future on 01225 442244 and ask to speak to Uz Duffin.

Production:
Co-ordinator:
Tracy O'Donnell
Ad Design:
Cherry Coad
Production Controller:
Claire Thomas
Production Control Assistant:
Ginette McKeown
Repro Controller:
Frank Deane
Administration Assistant:
Suzannah Angelo
Sparling

Contributors:
Clare Johnson, Darr
Montlock, Paul Weaver,
Les Ellis, Chris Austin,
Alex Rano, Vicki
Mitchard, Jason McEvoy,
Paul Millerick

Old Readers Club
and Letters

Line & Scanning:

Jan Moore,
Chris Stocker,
Simon Chittender,
Mark Gover,
Jason Tittle,
Simon Windsor

Publisher:
Colin Campbell

Group/Publishing Director:
Cliff Wright

Circulation Director:
Sue Hartley

Group Prod Mgr:
Julian Mijdelton

Colour origination:
Saturn Reproductions,
Bath, Avon

Printing:
Bradley Printers,
Cradley Heath,
West Midlands

Distribution:
Future Publishing

Future Publishing Address:
Editorial

TOTAL

30 Monmouth Street,
Bath, Avon BA1 2BW

Tel: 0225 442244

Fax: 0225 338246

Subscriptions:
TOTAL Subscriptions,
The Old Barn,
Somerton, Somerset

TA11 7BR

Tel: 0458 74011

© Future Publishing 1993

Printed in the UK

However, Super NES, NES and Game Boy are trademarks of Nintendo Co Ltd. TOTAL reproduces copyright material where possible, but does not warrant the copyright holder. Please contact us if you have any queries about your copyright material.

Future Publishing

Editorial

TOTAL

30 Monmouth Street,
Bath, Avon BA1 2BW

Tel: 0225 442244

Fax: 0225 338246

Subscriptions:
TOTAL Subscriptions,
The Old Barn,
Somerton, Somerset

TA11 7BR

Tel: 0458 74011

© Future Publishing 1993

Printed in the UK

However, Super NES, NES and Game Boy are trademarks of Nintendo Co Ltd. TOTAL reproduces copyright material where possible, but does not warrant the copyright holder. Please contact us if you have any queries about your copyright material.

Future Publishing

Editorial

TOTAL

Dear TOTAL,

Is Mortal Kombat 2 coming out for the SNES? If so will it have gore?

Ricky Lane, Berkshire

Dear Ricky,

Rumour has it that it should be out this summer. Although why you're so fussed about the gore, I don't know. Surely, it's the gameplay which counts?

Anyway, the new game actually includes a set of friendship moves, instead of the gore. We'll be bringing you the full story in the very near future. FRANK

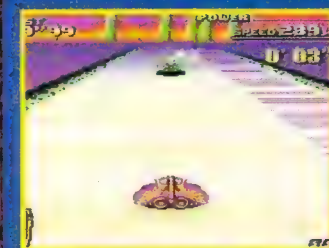
Dear TOTAL,

In your Cool Spot review in TOTAL 24, you printed a screenshot of Cool Spot playing with his yo-yo. Next to him was a 7-Up sign. When I reached that point however, the logo wasn't there. How did it get in yours?

Mikey Ball, Kent

Dear Mikey,

Very observant, very observant indeed. A man should learn to keep his mouth shut or he could get into some nasty trouble. Some very nasty trouble, indeed. Just kiddin', Mikey. The screenshot in question was taken from the American version. There wasn't any special reason for that, except that we couldn't find the UK version at the time. FRANK



F-Zero: Look out for the Retro review next month.

Dear TOTAL,

Apart from the brilliant Super Mario Kart, what's the best driving game for the Super Nintendo?

Ricky Lane, Berkshire

Dear Ricky,

We gave F-Zero a stonking 91%, so that's probably a fair bet. Some of us also have a bit of a soft spot for Nigel Mansell, although that only received 71%. FRANK

Dear TOTAL,

Please could you tell me how to clean my SNES cartridges. It says on the back of the carts that you should clean them regularly. I've studied the precautions and maintenance manuals, but I haven't found a solution.

Adrian Leavitt, Oxford

Dear Adrian,

I think the best solution is just to keep them in the box when you're not playing with them. That way they'll be protected from dust and other contaminants. Still, if you're feeling particularly house-proud, you could try Hoovering them, I suppose. FRANK

TOTAL!

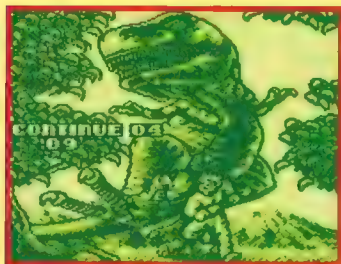
TACTIX

Want to show the world how smart you are? Well, just send all your tips, codes 'n' cheaty bits to: Tactix, TOTAL, 30 Monmouth St, Bath, Avon BA1 2BW, and we'll do your gloating for you.

JURASSIC PARK



We'll show you how to beat the T-Rex in the Q & A section, but for now, here's a smashing level select cheat. On the high-score screen, enter the following sequence twice: **UP, DOWN, RIGHT, UP, DOWN, LEFT** and **SELECT**. Now if you press **START, SELECT, A** and **B** you can skip through the levels. Thanks to Timberland geezer, **Paul Hemmes** from the **West Midlands** for that one.



I don't care how tall you are. You're not going to frighten anyone with those stubby arms.

STAR WARS



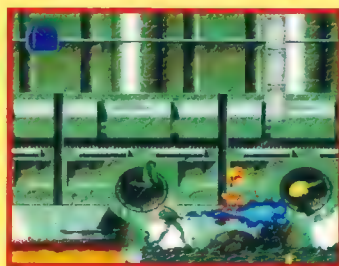
To stock up on lives, enter Obi-Wan's cave and head right. Drop down to the big platform near the end. Now go left until you reach a wall where you can drop down again. Jump down to the platform below you and continue down to reach the long platform. You should now see a small platform on the left. Use this to jump through the wall and into a room with two hidden lives. Keep doing this and you can get seriously stocked-up. Thanks

to the **Tipmaster** from **Middlesex** for that one.

ALIEN 3



To get tough on this atmospheric burn 'em up, follow this simple method. For infinite weapons, press **A, B, Y** and **X** on joypad 2. Then press **X** on joypad 1. For invincibility, follow the same sequence for joypad 2, then press **A** on joypad 1. To turn the invincibility off, do the same thing again, but press **B** on joypad 1. Thanks to colonial marine, **Tim 'Hicks' Garland**.



Don't you just love being in control? Ripley gets all the gas she needs.

BLASTER MASTER



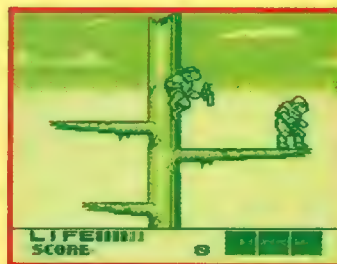
Nice little game this, neat graphics and plenty of exploring gameplay. But what you really need is this top cheat to sort out all those nasty bosses. On levels 2, 4, 6 and 7, throw a grenade at the guardian, then pause the game while the guardian flashes white. Leave it for a minute or so, then when you restart the action, the

guardian will be dead. **Paul Miller** from **Pinchbeck** shared that one with us. Nice one, Paul.

TURTLES 3: RADICAL RESCUE



If you just can't wait for the after-game shower and pizza, then enter **1HHHHH2** as your password, this'll take you straight through to the final match of the game. Cowabunga to **Karan Sampat** from **Kent**.



Michelangelo investigates recent claims that acid rain is on the increase...

TURTLES TOURNAMENT FIGHTER



To vary the speed on this excellent beat 'em up, wait until you see the title screen, then quickly press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B** and **A** on joypad 2. (If it's worked, you should hear Aska shout.) You'll now be able to change the speed on the options screen. Thanks to **Keat Looi** from **Hillingdon**. Nice dry slope, eh?

SUPER SOCCER

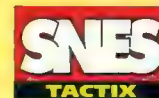


To play as the Nintendo team, simply select a two-player exhibition game, then let player 1 choose his team. Next hold down **B** and **START**. Player 2 will now compete as the Nintendo team. Thanks to **Mohzur Ahmed** from **Birmingham**.



Bloody goalies. They always have to make it look so dramatic, even when it's wide.

STREET FIGHTER II TURBO



If you reckon your well 'ard at SFII, then this tip could be right up your street. When the Capcom logo appears, press **DOWN, R, UP, L, Y, B, X** and **A**. If you now select a one-player game, all your special moves will be disabled, but the computer opponent can still access his or hers. Thanks to **Eddy Robinson** from **Cambridge** for that.



These boots are made for walking, and that's just what they'll do...

STREET FIGHTER II



Balrog and M Bison are tricky souls, but if you select Zangief and then do a continuous spinning-clothesline move, you'll thrash 'em every time. Tip courtesy of **Giles Seal**.

B.O.B.



Uh-oh! It's code time again. All the levels, all the codes and all the cheating clout of **Adam Eunson** from **South Glamorgan**.

Level 1: **530237** Level 2: **462893**
 Level 3: **905781** Level 4: **583721**
 Level 5: **370439** Level 6: **633059**
 Level 7: **960379** Level 8: **683349**
 Level 9: **110674** Level 10: **853268**
 Level 11: **950745** Level 12: **923571**
 Level 13: **570836** Level 14: **103495**
 Level 15: **481376** Level 16: **713852**
 Level 17: **171058** Level 18: **743690**
 Level 19: **901588** Level 20: **574471**
 Level 21: **671255** Level 22: **103928**
 Level 23: **481773** Level 24: **144895**
 Level 25: **361497** Level 26: **574132**
 Level 27: **711894** Level 28: **775895**
 Level 29: **361897** Level 30: **704526**
 Level 31: **472149** Level 32: **775092**
 Level 33: **652074** Level 34: **614906**
 Level 35: **862341** Level 36: **605237**
 Level 37: **072251** Level 38: **635184**
 Level 39: **272578** Level 40: **605463**
 Level 41: **672451** Level 42: **575381**
 Level 43: **752790** Level 44: **265648**
 Level 45: **302653** Level 46: **845527**
 Level 47: **382975** Level 48: **426081**

THE LEGEND OF THE MYSTICAL NINJA



Hey, would you like to finish Legend Of The Mystical Ninja and sling it in the bin? You would? No problem. Enter the code **k>9DHqZ** or **:jd20♥**; and you'll zip straight through to the last stage. Thanks to game-cracker, **Aaron Matthews** from **Southampton** for that one. Up the Saints, eh, Aaron?



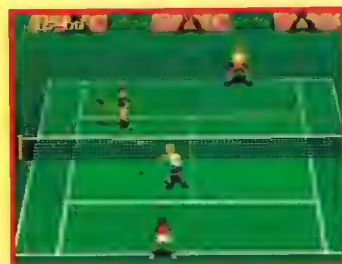
Hmm, that **Michael Fish** bloke warned me that there'd be days like this.

JIMMY CONNORS PRO-TENNIS TOUR



Jack and Bob are having a man-to-man in the locker room...
 "Shucks, Bob. My tennis is okay, but my serving game's all messed up. I also have problems with my haemorrhoids and greying hair."
 "Well, Jack. I had all those problems too, but then I tried Grecian 2000, Preparation H and this great cheat from **Giles Seal** in **London**."
 "Giles sorted out your haemorrhoids?"
 "No, but he did teach me how to serve on Jimmy Connors Pro-Tennis

Tour. Go to the Exhibition mode, select the Hard Court and then choose AKIRA. Now use **B** to serve and you can't fail to get an ace – even against the computer."
 "Thanks, Bob. I feel so much better now we've had this little chat. By the way, have you got any idea what can I do about my sagging jowls?"



'Ere! Shouldn't those tennis players be dressed in white flannel, or something?

LAMBORGHINI AMERICAN CHALLENGE



Fancy making a quick 6,500,000 bucks? You do? No sweat, young **Stephen Pick** from **Bristol** has the perfect solution – and it's all perfectly legal, too.

On Division 1, go into Jefferson and bet loads of money – but make sure you have enough for Cheyenne. Lose the race (don't come in first, second or third), then bet all your money in Cheyenne.

Now, make sure you lose the race and get caught by the police for speeding. After you've completed the course, you'll be fined by the local bobbies. But instead of losing loads of money, you actually end up with a staggering \$6,500,000. Strange, but true. Now for some Professional Division passwords.

SLY in Professional Division with **\$4033400: HPFVVLTMRLJBVNWV**
 JOE in Professional Division with **\$4380000: MCBRLCPNRLJBVRVWV**
 PAM in Professional Division with **\$4610000: LMBTGCGPRLJBNTM**



Two Lamborghinis race over a vast fawn and beige chess board. Now we're partyin'!

UNIVERSAL SOLDIER



Hard one to get hold of, this. **Grahame Woods** from **Northumberland** has sent us in the level codes, though. So, off you go. Oh, and thanks, Grahame.

Level 2: **GPTJL** Level 3: **QWYRW**
 Level 4: **SMDBC** Level 5: **FHFMB**
 Level 6: **NKVPZ** Level 7: **DFMWX**
 Level 8: **BCMVG** Level 9: **STBBH**
 Level 10: **TBGNT**

FAXANADU



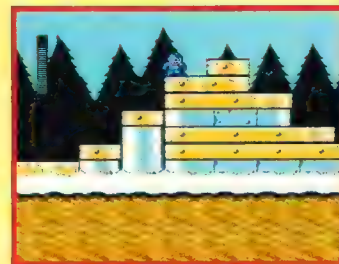
Fancy getting a bit of a head-start in this brill adventure title? How about starting off in the town of Forepaw as a Chevalier? How about if we throw in a hand dagger, long sword, small shield, Deluge, key Q, red potion, mattock, some leather and studded-mail armour and a pair of Wing Boots? Yeah? Okay, just enter **qHpYACtkUKlAcDP** as your password and it's all yours. **Alexander Macleod** is the lad to thank.

MEGA MAN IV



If you wuz a man then you'd fight your way through the levels, but as you're a fat, lazy slob, these level codes are going to come in handy! Thanks to **Matthew Davies** from **Gwent**.

Toad: **A3, A5, A6, B1, D1, E3**
 Bright: **A1, A3, A5, B2, D1, E5**
 Pharaoh: **A1, A5, B4, C1, D1, D3**
 Ring: **A1, B4, B6, C4, D1, D3**
 Dust: **A1, B4, B5, D1, D3**
 Skull: **A1, B4, B5, D2, D3, F2**
 Drill: **A1, A4, B5, E2, F1, F3**
 Dive: **A1, B4, B5, E2, E6, F3**
 Wiley's Castle: **A1, A4, B5, E2, F1, F3**



"Excuse me. Is this the anti-freeze factory?" Times are hard in Mega Man IV.

METROID



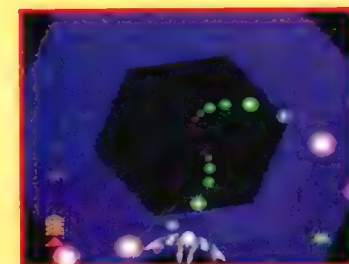
Want to get the password, without jumping into the lava and waiting for your energy to run down? Well, all you have to do is pause the game,

then press **UP** and **A** on joypad 2. Simple as that. Thanks again to **Matthew Davies** from **Gwent**.

LAWNMOWER MAN



The world can be yours with this t'riffic tip sent in by **Alex Conway** from **London**. Pause the game, then press **B, R, A, SELECT, Y, A, B, Y, A** and **B**. Next re-start the game and then pause it again. Now, it's time to make a decision. If you want a level select press **A, L** and **L**. If you want infinite lives, however, press **R, A, SELECT** and **Y**. If you want to skip to the end of the current VR section, press **A**. If you want a Bacon Double Grease with all the fat, then pop out to a fast food establishment. Eh?



Doctor, doctor! I keep seeing spots in front of my eyes...

WING COMMANDER: THE SECRET MISSIONS



Kilrathi sneers at Human Empire. Human Empire gives Kilrathi a shove. Things get out of hand – and the universe is consumed in a war which threatens the entire human race. But, it doesn't have to be like that – not if you are a cheat, anyway. When the title screen appears, simultaneously press **L, R, SELECT** and **START** on joypad 2. The music will then fade away and you'll be presented with an option screen. You'll now be able to choose your series, mission, music and sound effects – you can even become invincible. Thanks to **Mick Hawksworth** from **Brighton**.



Wing Commander gives his joystick a squeeze.

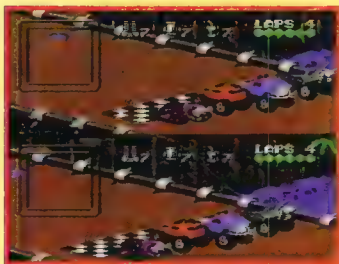
ROCK 'N' ROLL RACING



Now, you might not think that the Vikings had much use for high-powered sports cars. But you'd be wrong. Why else would there be a hidden option in Rock 'N' Roll Racing to play Olaf The Viking?

To reach the Norse chappy, start a new game and go to the Select Hero screen. Then simultaneously press and hold **L, R** and **SELECT**. Keep holding them as you scroll through the players until Olaf appears.

If you press those same buttons and then go to the Select Planet screen, you'll be able to choose Inferno during the Versus mode. **Simon Dawes** from **Swindon** in Wiltshire is the guy who sent that little lot in. Cheers, Simon.



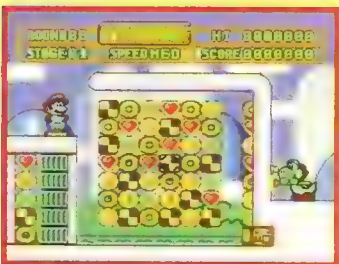
On your marks. Get set... Hold on, who's nicked my starting pistol? Come on, own up!

YOSHI'S COOKIE



To select an extra round on the Tetris-style puzzle game, Yoshi's Cookie, use joypad 1 and select the action option. Set the round number to ten, the speed to high and the music type to off. Now, press and hold **L, R, SELECT** and **START** on joypad 2. (If the cheat's worked, you'll hear someone shout Yoshi.)

You'll now be able to play right through to round 99. There still aren't any chocolate Hob-Nobs around, though! **Barry Dalton** from **Dublin** is the tips maestro responsible for that one.

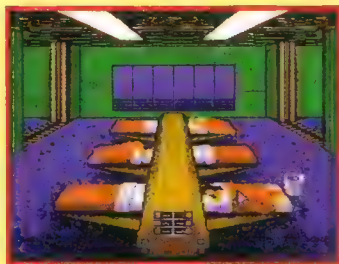


Erm, I'll have a jammy dodger please, Bob. No hang on, that's not right.

WING COMMANDER

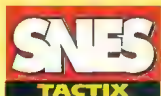


Who's afraid of a bunch of stupid armour-wearing cats anyway? To get a stage select on this space sim, press **B, A, B, Y, B, Y, L, A, R, A** and **START** when the title screen appears. That's another one from **Dalton** in **Dublin**. Cheers, Dalt.



Midnight, and all is quiet in the dorm of the Wing Commander branch of the YMCA.

POP 'N' TWINBEE



What with the smashing, new Pop 'N' Twinbee game just out, we thought the time had come to take a look at the good 'ol original.

And you don't need to worry if you've already completed it, because **Sam Reeves** from **Durham** knows how to make it harder than ever before. Go to the option screen and press **UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B** and **A**. Thanks, Sam.



The Pineapple Society holds their annual Blues Brothers party. Jake, Elwood and Chunky.

MARIO'S LOST LEVELS



Here's a cracker of tip. To get an extra life and loads of fireworks at the end of each stage, wait until the penultimate number of your score is five. Then collect 55 coins and run straight through to the end of the stage. Jump onto the flag pole when the last number on the timer is 5. If you get this right, you'll receive the 1-Up and all the pretty fireworks. Thanks go to **Carl Francis** from **Seaford**. Nice one, Carl.

SUPER SWIV



Super Swiv is one rock hard game, but it shouldn't give you any trouble from now on. To skip to the level of your choice, pause the game and enter one of the following sequences. Thanks to **Ian Brown** from **Swansea** for that one.

Level 1 :

R, L, R, R, L, L, R, L, R, R, L, L

Level 2 :

R, L, R, R, L, L, R, R, R, L, R, R

Level 3 :

L, R, L, L, R, R, L, L, L, L, R, R, L

Level 4 :

R, R, R, L, L, L, R, R, L, L, R, L, R, L

Level 5 :

R, L, R, L, L, L, R, R, L, L, R, L, R, L, L

Level 6 :

L, L, L, L, L, R, L, L, L, L, L, L, L, L, R



Marvin discovers why you should never carry dynamite in your glove compartment.

HUNT FOR RED OCTOBER



Dreadful film and an even worse game. Still, a cheat's a cheat, I suppose. When the title screen appears, press **L, R, B, SELECT, L, R, B** and **SELECT**. Now, when you reach the chart of Europe or America, hold **A** and **B**, then press **UP** and **DOWN**. Do this before the map disappears, and you'll start the game with 25 rockets. That's from **David** and **Joyce Van Hartog** in **Holland**.

BURAI FIGHTER



For 99 lives, enter your password as **HGDM**. Easy as that. That's another one from **David** and **Joyce Van Hartog** over there in **Holland**.

IKARI WARRIORS



To get a level select, on the Title Screen after the plane has landed, press **UP, DOWN, A, A, B, LEFT, RIGHT, A, B, UP, A, DOWN, RIGHT, RIGHT, LEFT, B, UP, LEFT, A, RIGHT, B, LEFT, RIGHT, A, LEFT, UP, A, DOWN, A,**

RIGHT, LEFT and **B**. That's another from our Dutch connection **David** and **Joyce**.

TRACK AND FIELD II



Show the wimps who's really boss by lobbing the hammer over 90 metres! Yes, you heard it here first. Set your power to zero and then throw at an angle of 81% when it's flashing. Don't ask me or **David** from **Holland** why it works. It just does.

GARGOYLE'S QUEST



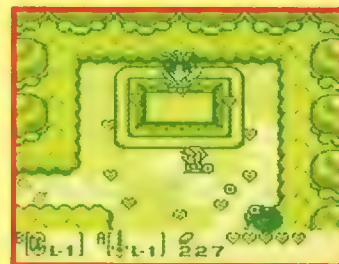
We offer you the passwords for every single village, with nine lives and 99 vials. You accept graciously. It works and everybody is happy! Especially **Katie Wright** from **Exeter** who sent the cheat in.

Village 1: **BD88-CKPR**
Village 2: **TPYB-8ZG1**
Village 3: **GFKO-PTNY**
Village 4: **81ST-EE5G**
Village 5: **EAWA-LNET**
Village 6: **NXAN-RRX4**

ZELDA IV



Cheat death with this smart dodge on this even smarter game. When you die and start spinning, press **A, B, SELECT** and **START** together. This will take you to the Exit menu. Select 'Save and Quit'. Now when you select the same game, you'll go back to the last door you went through. Your health will also be restored. A word of warning, though - this one doesn't work if you steal from the shop. Thanks to **Sam Rigby** from **Gwent** for that cheat.



Escape the undertaker with our kickin' resurrectin' cheat. It's supernatural, matey!

PAPERBOY 2



Here are a couple of codes for the later stages of this game. The sucker who bought it was **M Arkwright** from **Lancashire**.

Route 2: **5738**

Route 3: **6479**

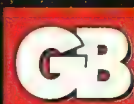
ZELDA IV

PART 6

For: Game Boy (1 player)

From: Nintendo

Price: £25



TACTIX

Here we are again with part 6 of the never-ending Zelda IV solution. Last month we left you stranded part way through Dungeon 6: The Face Shrine, so let's continue where we left off...

Dungeon 6: The Face Shrine (cont)



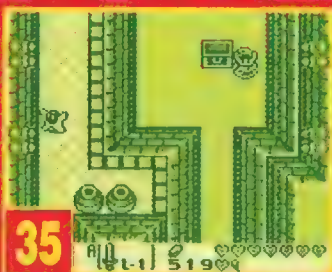
31 A/D 518

31 Do the same thing as before to get past these monster-munching beasts, namely, drop bombs in their path until indigestion kills them. Don't make the mistake of dropping the bombs too far ahead of these creatures - they have an annoying habit of changing direction at the last moment.

32 Arm yourself with the Feather and Power Bracelet. Pick up the pots then, when the sparks get close enough, jump over them and exit through the top door.

33 Grab the 200 Rupees, then throw the horses' heads until they both land face up. You can now exit the room.

34 Bridge the gap with your hook shot, then use the key on the lock/block. Head straight up to the room above, and avoid falling off the ledge if you can.



35 A/D 519

35 The chest in this room contains the Nightmare key. Go back to point 34 on the map, drop off the ledge, then head back up to reach this point here. You'll now be able to get the key. Next, head back down and around to...



36 A/D 519

36 This point here. Move all the way around the walkway to attract the blob monsters.

Once you've killed them (or caused them to topple into the pit), the righthand door will open, enabling you to continue.

37 Kill the wizards as before, and keep moving to avoid the laser blasts. Then push the top-right block to reach point 38 on the map. (If you really want to make life difficult for yourself, you can time your actions in this room and use the Mirror Shield to escape without ever being hit by the laser. Personally, I think it's far more bother than it's worth.)



38 A/D 519

38 Light the two torches to turn the sparks into fairies. (If you managed to escape the last section without being hit by the laser, you're obviously well 'ard. So you probably won't need their help, but I'd grab 'em if I were you - just to be on the safe side.)



39 A/D 519

39 First, stand here and swipe all the spinning tiles. Then either throw your bombs at the boss's face, or drop them on top of him. Don't worry, you're quite safe - the guardian will eventually give up. When he does, grab the heart.



40 A/D 519

40 And the Coral Triangle is all yours. Hurrah! And all that nonsense.



76 A/D 524

Go to Mabe Village and head down to reach this point: Cut the grass, then use the boots and Feather to jump the gap.



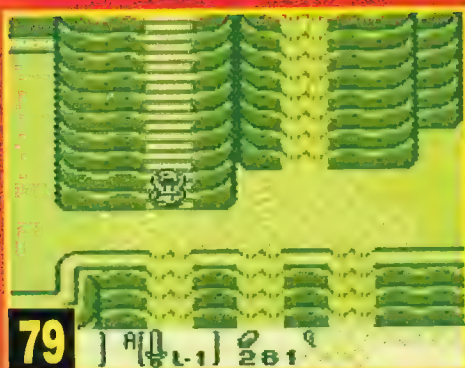
77 A/D 524

Touch the signposts in this order: Use the hook shot to reach the one in the bottom-left corner. Once you've touched them all, a stairway will appear.

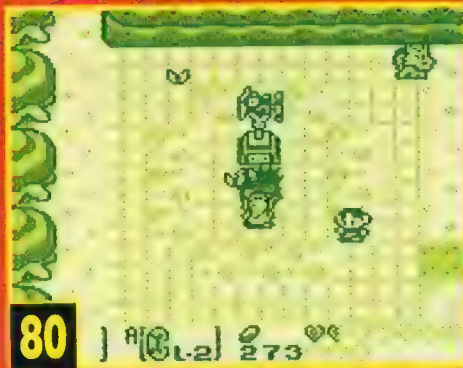


78 A/D 231

Head down to meet Mamu, the living frog. Give him 300 Rupees and he'll teach you the final song of the Ocarina - The Frog Song.



Head up into the mountains and go to the place where you jumped into Dungeon 4. Continue right to reach this point. Now go up the stairs.



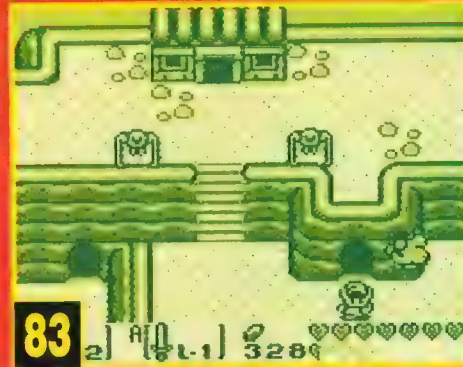
Go to the house and talk to the man who's waiting there. Now play Manbo's Mambo and walk to the statue in the village.



Push the statue upwards from below, then head down the steps to this point. Play The Frog Song on the remains. The Magic Rooster now becomes your companion.



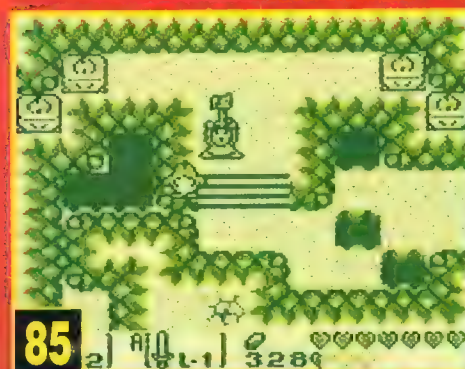
Pick up the Rooster in front of the castle; then fly across the gap and grab the secret sea-shell. It's important to collect this one now.



Head back up into the mountains, then go into this cave. To go up, pick up the Rooster and fly all the way around the blocks.



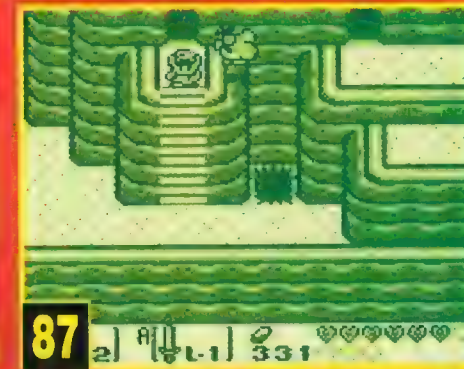
Again, use the Magic Rooster to fly across the room. Go through the exit on the left.



Hopefully, if you've done everything right, you should now find the Bird key.



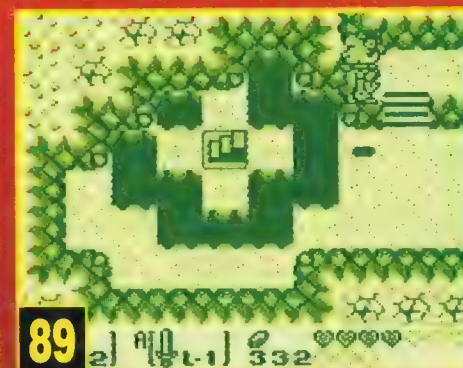
Go back to this point, then head over to the right and into the cave.



Use the Rooster as often as possible to reach this point. Now head right.



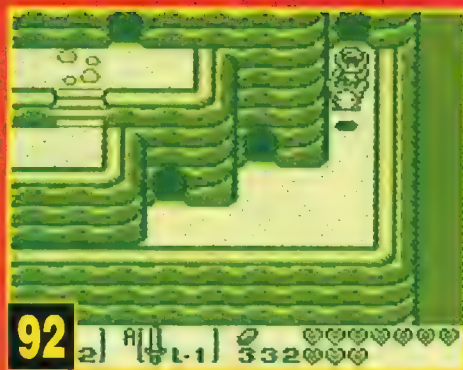
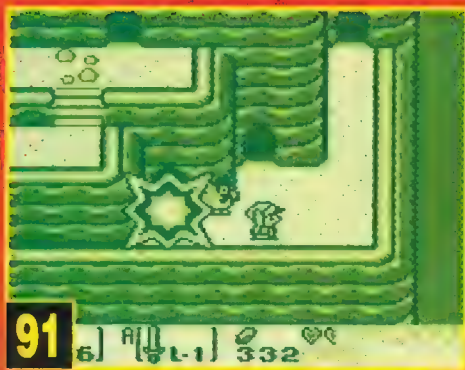
From the entrance, go up and around. Then, when you get to this bit, go left.



From here, go in, then right and down the stairs. Now walk up the steps.



And head around until you reach this point. Use the hook shot to get across the gap. Then go down and right to the exit.



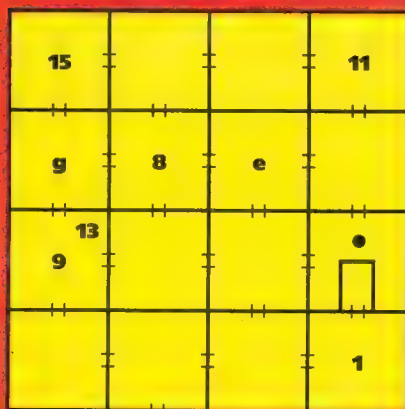
91 Put a bomb here to find the fairy. She'll be happy to fill your hearts.

92 Go into this cave and head up the stairs. Now go left and come out of the door.

93 Continue heading left, pick up the rocks and put the Bird key in the lock to open the tower. Now go into Dungeon 7: The Eagle's Tower.

Dungeon 7: The Eagle's Tower

Floor 1

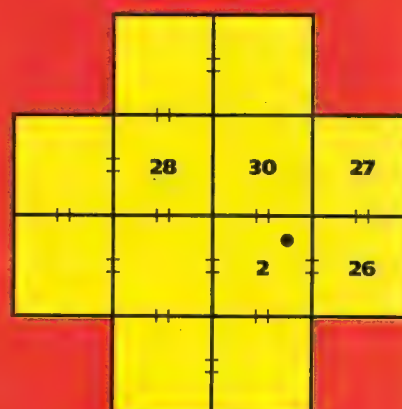


START

Floor 2



Floor 3



1 Kill the monsters in this room. Then head through the door and up the stairs to floor 2.



2 First, grab the ball and throw it at the two blocks. Leave the room, then quickly run in, pick up the ball and exit left.

3 Throw the ball at the monsters, then throw it at the pillar.



4 Pop into this room and throw the horses' heads. Once they land face up, the map is yours.



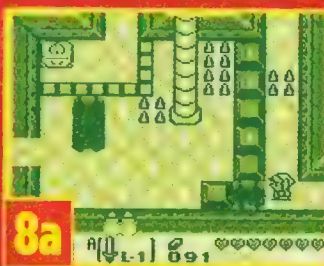
5 Leave the ball at point 3 on the map, then jump the gap and swipe the switch with your sword.

6 Go to point 3 on the map and grab the ball. Now head to this point and destroy the second pillar.

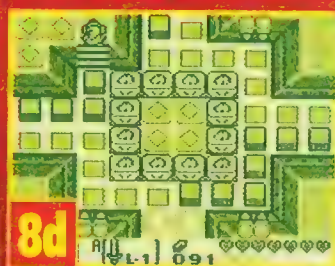
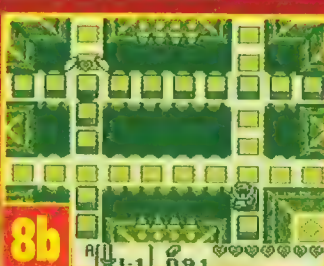


7 Push the block in the bottom left of room 3, then head left and up. Kill the card-face monsters as before. The chest with the compass will now appear.

8 Go back to this point and drop down the hole.



Now follow the route shown in the next seven screenshots.



Ha! Fooled you! There isn't room for the other four pics, so you'll just have to wait until next month to find out how to finish this Dungeon. Rotten, aren't we?

FLASHBACK

PART 2

SNES
TACTIX

Final score
85%

Here, as promised, is the second and final part of our alien-wasting guide to Flashback. Get to it!

For: Super NES (1 player)

From: Sony Imagesoft

Price: £50

Level Three: The Death Tower

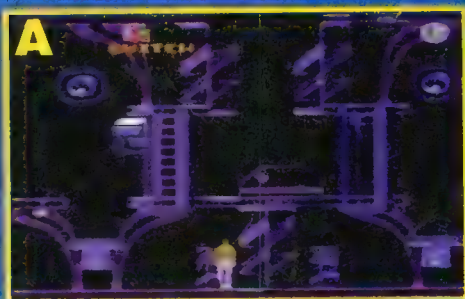
Passwords: Easy RSVP

Normal PRHG

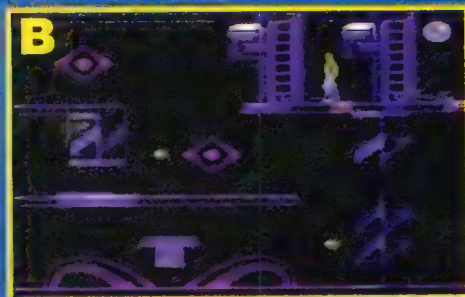
Hard HNYTM

So, it's the old race up the Tower to win a ticket back to Earth game, is it? Complete rip-off of The Running Man of course, but hey that's just another film under Flashback's belt. This section's relatively easy, so there's not much point printing a map, we'll just help you out with the tricky bits.

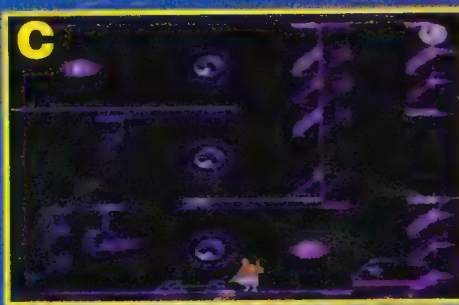
There are a couple of general rules for the Death Tower, though. First, you should always head upwards when you can, and don't forget that the Tower's floors wrap around to form circular levels. So, if your route is blocked one way, go back around and see if there's a door you can open on the other side. Oh, and by the way, shoot anything that moves!



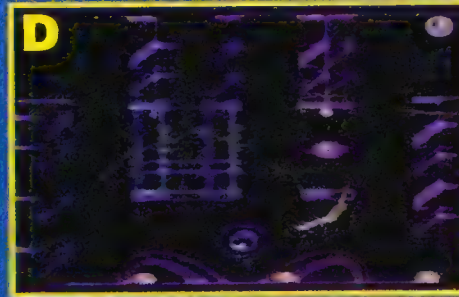
A This is the first puzzle you'll face. The control opens the door on the other side of the screen. Run left or right from the start, activate the door control, then run as far as you can in the opposite direction and - hey presto - an open door.



B When triggered, these light beams will open the slatted doors. Unfortunately, they also release android-type guards and security orbs - so be careful! After you've destroyed all the baddies, drop down and roll through the small gap on the first floor. Easy when you know how, isn't it?



C This light beam will trigger the big cannon, so make sure you roll underneath it. Rolling with your gun drawn, will automatically stop you from standing up afterwards. Then it's a case of edging your way over to the ledge, before carefully pulling yourself up.



D Run and 'auto' leap off the top right ledge. (Hold down Y, then quickly press the pad to the left, but release it as soon as you start running. Keep holding Y throughout.) You'll catch the platform as you fall. Now drop down and use your Forcefield to trigger the mines before you reach 'em.



Once you reach the top floor, you'll be greeted by this slimy geezer in a spangly suit. He's the host of The Death Tower game show. (Kind of like a futuristic Bob Monkhouse, but less charming.) After much hearty congratulations and flashing lights, he'll present you with your first class ticket to Earth.

Level Four: Earth

Password:

Easy

DXCPT

Normal

WNPQVX

Hard

KVNF



Before you've had a chance to catch your breath, you're off to Earth in this nice, big, shiny spaceship. Perhaps now you'll find out why you were abducted, who all these slimy aliens are and why the cheeky blighters made off with your memory. It'll also give you a chance to collect a change of underwear!

Level Five: Jail

Password:

Easy

SLMN

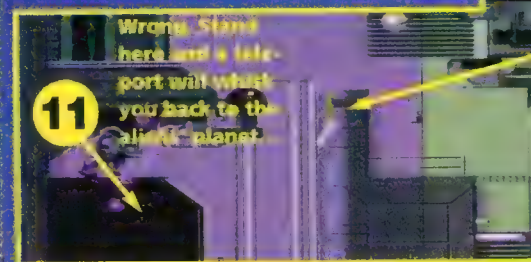
Normal

NMRYL

Hard

DWNGH

Oh no! You've been busted! You wake up in an empty prison cell. The police found you cavorting naked with a traffic cone on your head, and it looks like they'll come down hard on you this time. But suddenly you remember why you're really here! To thwart an alien invasion. You check your pockets, but the cops have taken all your gadgets, including your gun! You better find it, and judging by the looks on the guards' faces, you better be quick about it, too.





A At last you reach Earth – or the planet's spaceport, at least. Take the lift down and wave your ID Card at the nice man at the passport control booth. Now head left.



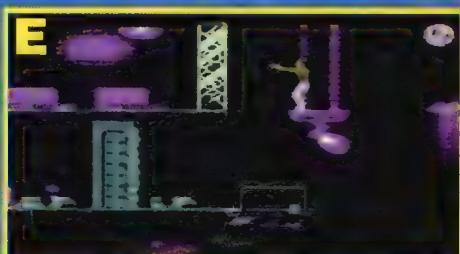
D ... Then run to the right and 'auto' leap to catch the ledge of the next platform. Climb up and shoot the glass. Now enter the club.



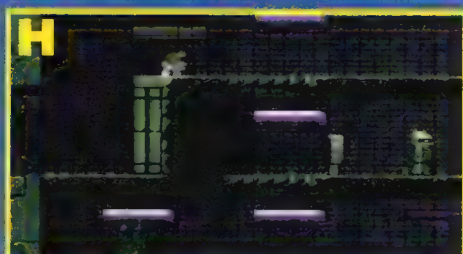
G This key lock will open the door, but you have to go round to the switch above it in order to deactivate the disintegrator.



B Watch out for these security guys, they'll happily let you past and then shoot you in the back. Not nice!



E Once here, shoot the glass and jump across to the top-left platform. Get the key and drop down. Now run off to the right.



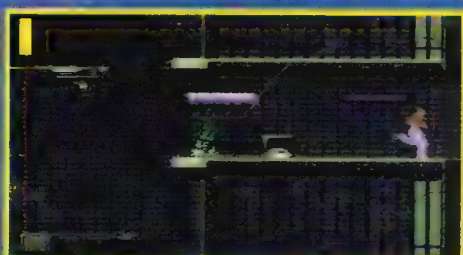
H These trap doors are tricky. Crouch down here, then roll right. You'll fall through the first set and land just past the second ones.



C Call the cab. It'll drop you off near the Studio club. When you get out, climb to the top of the nearest set of platforms...

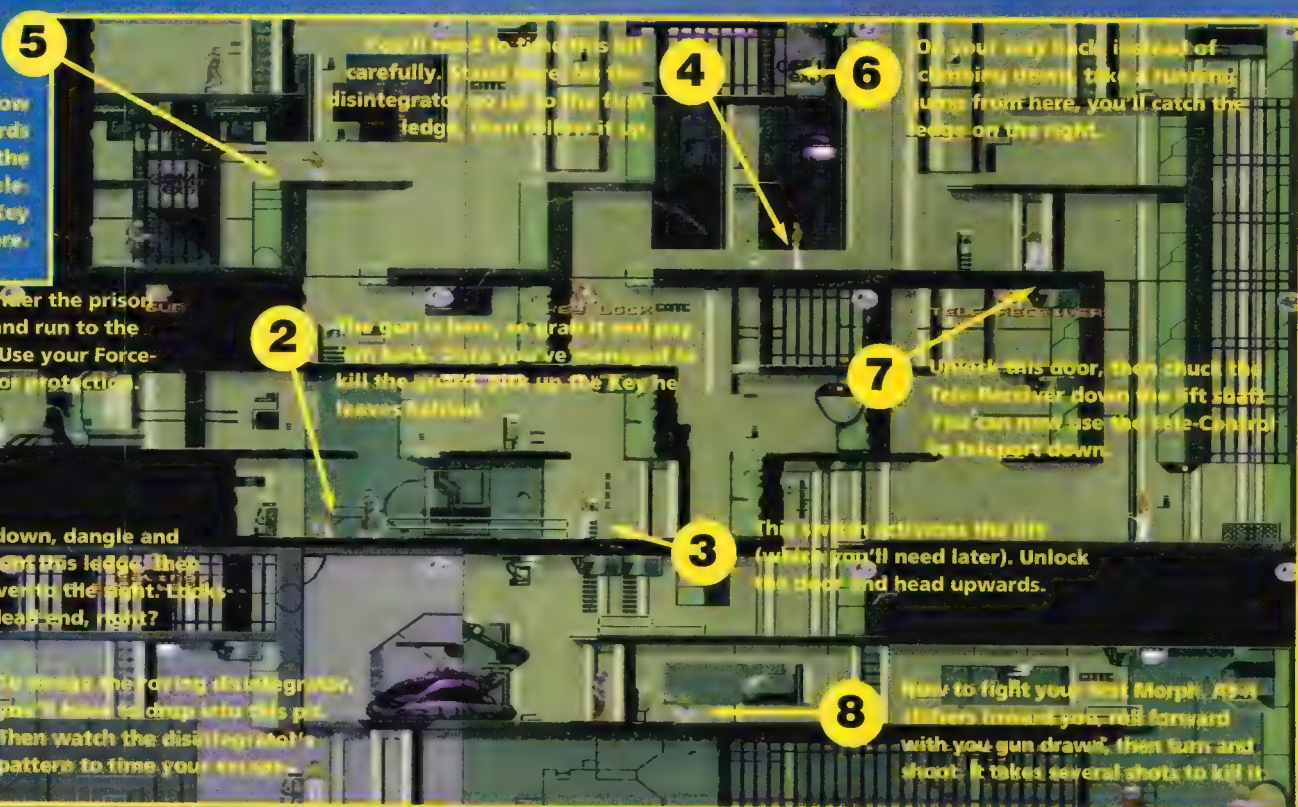


F If you stand here, the block will shift to reveal a secret lift. Save your game and wait for the lift. Don't climb down the shaft!



I Jump this mine and a disintegrator will chase you. Head right, jump the pits and take out the orb. Now roll right and down into a shaft.

Roll past this disintegrator while it's deactivated. Blow away the guards and collect the Tele-Control, Tele-Receiver and Key you find here.



1 Roll under the prison door and run to the right. Use your Force-Field for protection.

2 The gun is here, so grab it and pay an back. Once you've managed to kill the guard, pick up the Key, he leaves behind.

3 You'll need to time this lift carefully. Stand here for the disintegrator to hit the first ledge. Then follow it up.

4 On your way back, instead of climbing down, take a running jump from here, you'll catch the ledge on the right.

5 Unlock this door, then chuck the Tele-Receiver down the lift shaft. You can now use the Tele-Control to teleport down.

6 This switch activates the lift (which you'll need later). Unlock the door and head upwards.

7 Climb down, dangle and drop from this ledge, then walk over to the right. Look like a dead end, right?

8 To dodge the roving disintegrator, you'll have to drop into this pit. Then watch the disintegrator's pattern to time your escape.

9 How to fight your last Morph. As it charges toward you, roll forward with your gun drawn, then turn and shoot. It takes several shots to kill it.

Level Six & Seven: It's pay back time

Passwords (level six):

Easy: ZTHRK
Normal: SNTHN
Hard: STBRM

Passwords (level seven):

Easy: CRLQXZ
Normal: KLZHT
Hard: RDBQLR

Welcome to Morphville, Arizona. Population a few thousand Morphs and a mutant Morph dog! They've pushed you around long enough, and now it's time to get out there and give it to 'em where it really hurts! Play it right, and you'll blow the Morph home planet to smithereens. Get it wrong, however, and you'll end up as a marrowbone supplement for the Lassie dog from hell. The choice, as they say, is yours.

Now head back to the left and take the lift down into the planet.

2



The Morph shoots the scientist, but just before he dies he hands you this atomic charge.



5

Go through the door, climb up and push this switch.

Here you'll find the scientist's diary. Seems like he was some kind of hero. Take the lift down, then head right.

8



23

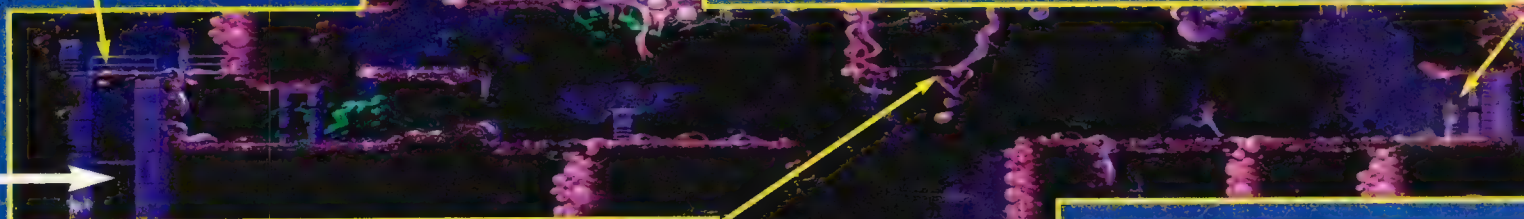
Charge your shield, then take the lift down. (Follow the white arrow to see where you emerge)

When you shoot this door, it opens and a Morph appears on the platform behind you.

6

4

Place the stone on this movement sensor to hold the door above it open.



You'll need an 'auto' jump to reach this platform. Once there, take the lift down.

9

Find the key and then stand underneath this teleport unit to return to the floor above you.

11



Here you meet a bizarre dog from hell. Try to kill it first time - it's tricky to climb back up if it's still alive.

10

Here you need to concentrate on shooting the brain. Hit it alternately from the left and right. When the Morphs finally stop appearing, the door on the right will open.

24



Wait until the disintegrators are deactivated, then jump over 'em and take the lift down.

19

Chuck the Tele-Receiver down the shaft and zap on down there.

20

Activate this switch, then teleport out to avoid the Morph.

17

This switch will turn off the cannon, but it will also send the lift back down. That's why you left the Tele-Receiver down there, you see.

16

1

First of all, head over to the right and trigger this switch.

Leave your Tele-Receiver here and take the lift up to the top.

15

3

Grab the stone from here, then head left.

14

Use your Forcefield to activate these mines. Then use your Teleport to reach the cave floor.

This door will now be open.

Kill the Morph and grab the key he leaves behind. You can now use this to open the hatch.

18

21

It's boss-time! First, crouch down and shoot the Morph. Then, when the shield slides away, stand up and shoot the brain—but be prepared to duck when the shield slides back into position. Make sure you're not standing on the hatch when you kill the brain, because it'll open, and you'll plummet to your doom! Once you've killed the auxiliary brain, pick up the Tele-Receiver. Go to the far left of the screen and chuck it down the shaft. (Follow the thick red arrow to see where you emerge.)

12

Use your key in this door. Congratulations, Conrad, you've made it through to the last level!

13

Do an 'auto' jump to reach this platform, then climb up. (Follow the thick yellow arrow to see where you emerge.)

22

Leave the Tele-Receiver here. You'll need to, if you're for you're going to make a sharp exit from the planet. Now head left.

25

Go right, hit this switch and take the lift up.

Drop the atomic charge here, then push the switch to send your surprise package down into the planet's core. Activate the Tele-Control, then run right, through the open door and take the lift up. Now sit back and enjoy the end of game sequence.

27

Kill the Morph and he'll drop the key you need to open the door. Go down and head right.

26

Q & A

Send all your questions and codes to: Q & A, TOTAL, 30 Monmouth Street, Bath, Avon BA1 2BW.

Q Robert Denning from Cheshire, your call for help has been answered. In issue 26, you asked for some cheats to help you with *Battletoads* on the NES. Well, the self-proclaimed Tipsmaster from Middlesex has come to your aid!

A To get five lives, hold **A**, **B** and **DOWN** when you see the title screen. Now press **START** and you should have the extra lives.

Q I'm stuck on *Jurassic Park* for the SNES. I need to know how to open the gate to the south-east of the Raptor Pen and where to get Nedry's ID card. Could you also tell me how to reach the Beach Utility Shed. James Pretty, Leeds

A The lads on the *Nintendo Hotline* helped TOTAL out with this one. So, take it away Ben Gunstone...

Your first stop should be the Beach Utility Shed. From the start, go up through the gates and follow the fence to the left. When you reach the trees, make your way down to the bottom-left. Turn right at the Danger Sign, then continue heading towards the bottom-left till you reach a large opening. Take the bottom path and follow it to the top-right, where you'll find an egg. Then walk straight down, watching out for the dinosaurs.

You should now be able to see the Beach Utility Shed. You'll find Dennis Nedry's ID card inside. Take the card back to the Visitors Centre and use it to re-boot the computer.

Q Remember Peter Lewis from Suffolk? In issue 26 he asked whether there were any cheats for *Tiny Toons* on the NES. Well, once again, the Tipsmaster from Middlesex has the solution.

A To get some extra lives on level one, collect as many carrots as you can before you reach Elmyra. Let her touch you (oo-er), then return to the beginning of the level. Keep repeating this process until you have 99 carrots, then exit the level via Elmyra.

A spaceship will now beam you aboard. Here you face Darth Vader and two stormtroopers. Dodge Vader's lasers then, when he flies down, bounce on the head of one of the stormtroopers to hit him. Do this three times and you'll get three 1-ups. Thanks, Tipsmaster. Goodies are on their way.

Q Is there any way to make *Legend Of Zelda* on the NES easier? Also, where is the graveyard?

Andrew Greenwood, Liverpool

A Well, Andy, we don't know any way of making the game easier, but we can help with your second question. The graveyard's on the far left-hand side of the map. It's the grey area.

Q I can't figure out how to get past the T-Rex and rescue Lex on *Jurassic Park* for the Game Boy. I keep running out of bullets, and they don't seem to be harming him, anyway. Is there a way past him?

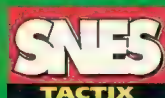
Chris Benzinsia, Stroud

A This level is a bitch, so don't expect to complete it straight away. Run up to the top left-hand corner of the screen, then stand still. The T-Rex will attack from top-right to top-left. If

Cheat cart codes Action Replay codes

There's a handy hotline number for each of the Nintendo formats, which is open till 5:30pm. Super NES is on **0782 745990**, Game Boy is on **0782 745991** and NES on **0782 745992**. Here are some to be going on with:

FINAL FIGHT 2



7E106D8D Player 1 keeps full energy bar
7E11258D Player 2 keeps full energy bar

7ED86399 Stops the time from counting down
7E10A2FF Player 1 starting lives
7E115AFF Player 2 starting lives
7E10260F Grab the enemy, press jump and then attack to destroy him (only Haggar). Do not use this method on the bosses
7E1079FF Player 1 only needs a single hit to kill the enemy
7E1131FF Player 2 only needs a single hit to kill the enemy

7E1003XX Player 1 character select

00 - Haggar
01 - Maki
02 - Carlos

7E10BBXX Player 2 character select. (As above.)
7EAD515 Complete the game after finishing round one

7E106F8D Infinite energy

F1 EXHAUST HEAT 2

7E042100 Infinite timer
7E045301 First everytime

F-ZERO

7E0CF301 Infinite turbo boosts
7E00CA0B Infinite power
7E005908 Infinite lives
7E115000 Always finish first
7E00530X Level select
7E0CF777 Doubles the size of the other racers
7E00C200 Keeps the timer on 0:00:00 seconds

GOOF TROOP

7E1A5500 Allows the USA version to work on UK machines

7E015703 Infinite lives for player 1

7E01D703 Infinite lives for player 2

7E011D06 Unlimited energy for player 1

SPIDER-MAN



083099FF Spider-Man has unlimited web power

083098FF Unlimited energy

03XYA6FF Level select

ZELDA IV

01XX4CDB Always have XX lots of magic powder

01XX4DDB Always have XX bombs

010X4EDB Always have level X sword

010749DB Player has all the songs

01010CDB Always have flippers

01010DBD Always have potion

01XX0FDB Always have XX seashells

01XX5EDB Infinite rupees

0101CFDB Always have Nightmare's key

WIZARDS AND WARRIORS

03XY28C3 Level select vary X and Y

040322C3 Infinite energy

you're correctly positioned, he won't be able to get you. He'll now head straight down the left side of the screen. As he moves down, blast him with everything you've got. He takes a lot of hits before he finally dies, so make sure you're well stocked up when you reach this level. For more Jurassic Park help, check out the bonza level select in Total Tactix (page 68).



Fed up of being the main course at Dino Central? Well, follow our top tip and send this T-Rex into oblivion.

Q In issue 26 of TOTAL, Stephen Batchelor asked how to beat the Rhino on Spider-Man And The X-Men. We've had loads of answers, but the first one was from Daniel Jones in Cardiff. Nice one, Danny-boy. Thanks are also due to: Owen Jones from Liverpool, Carl Callaghan from Merseyside and Gethin McBratney from London. We love you all!

A To kill the Rhino, stand on the floor facing him, but make sure there's a gap above your head. Then, when the Rhino charges, sling a web by pushing UP. Now swing forward and kick him in the head. Do this another ten to 15 times and the Rhino will be defeated. Easy-peasy.

A BOY AND HIS BLOB



0002BF72 Infinite liquorice jellybeans
0002C115 Infinite strawberry jellybeans
0002C306 Infinite coconut jellybeans
0002C518 Infinite cola jellybeans

CRASH DUMMIES

00058604 Infinite lives
00058906 Infinite energy
00019BXX Replace XX for starting level:
00 = level 1
08 = level 2
10 = level 3
18 = level 4

BAYOU BILLY

0007C507 Infinite lives

BUBBLE BOBBLE

00002E03 Infinite lives for Bub
00004203 Infinite lives for Bob

COBRA TRIANGLE

00073802 Infinite lives
0005F50C Infinite energy

Q Do you have the level codes for Another World on the SNES?

Peter Dor, Essex

A We printed these codes back in issue 17, but here they are again...

Level 1	LDKD	Level 2	HTDC
Level 3	CLLD	Level 4	LBKG
Level 5	XDDJ	Level 6	FXLC
Level 7	KRFK	Level 8	KLFB
Level 9	TBHK	Level 10	BRTD
Level 11	TFBB	Level 12	TXHF
Level 13	CKJL	Level 14	LFCK

Q In your SFlI player's guide, you said there was a golden fireball move for Ken and Ryu. I still can't do it. Can you help?
Conor King, Ireland

A Ryu and Ken's golden fireball is a pretty random affair. It occasionally appears instead of the normal one, but it's not worth sweating over as it doesn't knock any more off the power bar than the standard fireball. If you really want to see one, though, the quickest route is to keep playing as Ken during a one-player game. He should shoot one, eventually.

Q On Cool Spot for the SNES, I can't find the cage on level 4. I keep going round in circles. Where is it?
Chris Davies, Bristol

A The Nintendo Hotline boys have sorted you out again. Nice one, lads. Go to the top-left hand corner and you'll find a bubble. Get in it and drift right. Now, jump from the bubble to a spaceship on the right. Continue heading right until you reach the cage.

Don't ask us - we just work here!

Help us with any of these problems and you could win a great prize!

Q Is there any way - besides the Action Replay codes - to get unlimited lives on Super Mario Bros. 3?
James Hickey, Kent

Q Is it possible to make Jimmy Connors Pro-Tennis Tour on the NES easier? Are there any other cheats for it?
Adam Simpson, Cumbria

Q I've got Spider-Man And The X-Men, but I'm getting nowhere with it. I hate collecting the flashing things at the start. Could you give me a cheat to reach a later stage?
Ziggy Christie

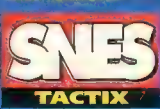
Q I keep dying on the first level of Double Dragon III. Is there any way to get extra continues or lives?
Jimmy Waddington, Merseyside

Q I've just bought Bart Vs The Juggernauts for my Game Boy, but I'm not very good at it. Is there any way to make it easier?
Ben B, East Sussex

Q I'm stuck on Final Fantasy 2 for the SNES. Please could you tell me how to beat Asura. Every time I wound her, she just changes her face and damages a member of my team. I've tried doing Edge's Sneak Attack, but without success. Please help.
James Pang, West Sussex

Game Genie codes

TAZ MANIA



17341140 Start the game with 99 continues
DD3BC540 Infinite time
C9354540 Infinite health
6082309C Advance to the next level after just a single kiwi

SUPER MARIO ALL-STAR

DFDFFAAD Start file A game with two lives
DBDFFAAD Start file A game with ten lives
7FDFFAAD Start file A game with 50 lives
17DFFAAD Start file A game with 100 lives
C2CF04AA Infinite lives
6D88DFA3 Infinite time
C26B0BF8 1-up worth nothing

POP 'N' TWINBEE

C2AFCF6B Infinite credits
DD65340F Heart fully restores your health
D0C1CD6B White bell gives three-way
D06B3D6F Start with 4 credits
DB6434DF Start with nine mini-transformation attacks

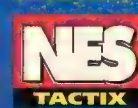
ALFRED THE CHICKEN

001-E5F-F7E Start with 1 life
091-E5F-F7E Start with 10 lives
C9B-BFE-3B7 Infinite lives
FAB-C4A-4C1 Die once to become invincible
ALIEN 3
FA7-68E-4C1 Almost infinite energy

FA6-92E-4C1
8E4-42D-195

Infinite lives
Start with half normal energy
Infinite shots per clip on pick-up
00F-9CD-E65
FAB-45D-4C1 Infinite magazine clips on pick-up
64A-3CA-19A 100 shots per magazine clip

ADVENTURE ISLAND 2



SXNLOKVK Infinite lives
SZUIGEVK Infinite energy
AENZTPAZ Skateboard can go backwards
ALKXAAAZ Faster running
AAKSEYZA No energy loss from hitting objects
SXSUAOSU+
GEXULGPA High jump
OENZTPAZ Super-brakes
XTAINS Invincible, but can't finish the game

TOTAL!

Subscribe!

Tired of that long trudge through the rain to get the latest issue of TOTAL? Want to save time, money and string? Well, subscribe and for a mere £27 you'll get TOTAL delivered to your door and a free gift (but no string).

So, how do I subscribe, then?

1 Choose your free gift. Subscribe to TOTAL and choose *either*:

- A free Game Boy Holster; or
- The TOTAL binder – perfect for keeping all those issues in; or
- The stylish TOTAL enamel badge plus the exclusive TOTAL T-shirt!

2 Fill in the form below, ticking your choice of free gift.

3 Enclose a cheque for £27, or let us have your Visa/Access details.

4 Stick the form and cheque into an envelope (no stamp – it's Freepost) and send it to: **TOTAL Subscriptions, Future Publishing, FREEPOST, Somerton TA11 7BR.**

5 Lie back and think of England. In a few weeks' time your first copy of TOTAL will arrive, wrapped in an exotic silver bag and accompanied by the latest issue of the utterly exclusive Fat Frankie's Subs Club newsletter.



Any problems: TOTAL Subscriptions, Future Publishing, Somerton TA11 7BR. Tel: 0458 74011

Get every copy of Total for a whole year – plus a top free gift of your own choice!

Which freebie, then?

- ☐ Konix Game Boy holster; or
☐ TOTAL enamel badge and TOTAL T-shirt*

* ☐ Compact ☐ Average ☐ Fat

And just who are you?

Name

Address

.....Postcode

Are you foreign, or what?

- ☐ £27 (UK) ☐ Europe £44.95 (airmail)
☐ Rest of the world £59.95 (airmail)

Hand over the readies

☐ Cheque (to Future Publishing Ltd); or

☐ Visa/Access • Expiry date

Signed.....

Date

☐ Tick if you don't want mail (special offers and so on) from other companies

And send it all off to us

Send this form* (don't forget the cheque – if that's how you're paying) to:

TOTAL Subscriptions, Future Publishing Ltd.,
 FREEPOST, Somerton TA11 7BR

*You don't need a stamp if posting in UK

TOT/MG/494 • Use form by 30/4/1994



You too can have a Game Boy holster or a TOTAL T-Shirt and badge if you subscribe.



ISSUE 12 • code: TOT12



ISSUE 14 • code: TOT14



ISSUE 16 • code: TOT16



ISSUE 21 • code: TOT21



ISSUE 26 • code: TOT26

TOTAL!

Back issues

Missed a copy of
TOTAL? Order a back
issue and complete
your collection!



Get this insert
binder
for your back
issues—
a snap at only
£5.99

£3 each!

Any 2 for £5!

Any 3 for £7!



ISSUE 13 • code: TOT13



ISSUE 15 • code: TOT15



ISSUE 17 • code: TOT17



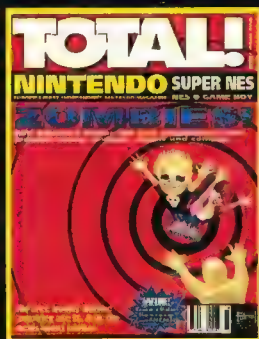
ISSUE 18 • code: TOT18



ISSUE 19 • code: TOT19



ISSUE 20 • code: TOT20



ISSUE 22 • code: TOT22



ISSUE 23 • code: TOT23



ISSUE 24 • code: TOT24



ISSUE 25 • code: TOT25

How to order

Rush me the following issues of TOTAL (tick what you want):

- TOT12 ☐ TOT13 ☐ TOT14 ☐ TOT15 ☐ TOT16 ☐ TOT17 ☐
 TOT18 ☐ TOT19 ☐ TOT20 ☐ TOT21 ☐ TOT22 ☐ TOT23 ☐
 TOT24 ☐ TOT25 ☐ TOT26 ☐

☐ Please send me TOTAL binder(s) at £5.99 each

£3 per back issue. Special offer: any two for £5; any three for £7!

I enclose £..... (make cheque payable to Future Publishing Ltd.)

Name Address

..... Postcode



ISSUE 27 • code: TOT27

Reader ads

Buying? Selling? Swapping? Just want to see your name in print? It's all happening in Reader Ads.

Sales

● TOTAL collection missing issues 1 and 23 but including summer Special. All in good condition. £20 the lot. Phone after 4pm.

Tel: 081 502 4597

● NES for sale, 6 games (inc SMB 1+2+3), lightgun and two controllers.

Tel: 081 876 8327

● NES games. SMB2 £20, SMB3 £20, Solomon's Key £15, Tetris £15.

Tel: 081 876 8327

● SNES for sale with 7 games. Only £150. Phone Alex.

Tel: 071 229 1382

● NMS issues 1, 2. Gamesmaster issue 3. NMS £8 each or £12 both. Gamesmaster £5. Order forms cut out in NMS (the back) vgc.

Tel: 0738 442457

● SNES and 2 pads, Turbo Touch pad, 5 games. Games inc Nigel Mansell's Championship, Super Tennis, WWF, Bart's Nightmares. Worth £350, sell for £250 (with free carry case).

Tel: 0222 554064

● NES with controllers, advantage joystick, Super Mario Brothers 1, 2, 3, Duck Tales, Chip 'n' Dale, Teenage Mutant Hero Turtles, Double Dragon, Punch Out and Kung Fu. Will sell for £150. Will not sell separately.

Tel: 0291 690771

● Game Boy with 7 games, Logic 3 carry case, Logic 3 rechargeable battery and charger, Action Replay cart, all in very good condition. £140 ono.

Tel: 0566 775865

● NES for sale with Zapper gun, game genie, NES advantage joystick, plus 9 good games. All for £130 ono.

Tel: 081 948 1595

● Amiga 500 for sale. Over 30 games inc SF 2, Sleep Walker, F-29, many more, joystick, disk boxes. £190 ono. Only London area.

Tel: 081 546 1574

● NES and 17 games with 2 control pads and Zapper for sale at a bargain of £180. Or will swap for a SNES with as many games as possible.

Tel: 081 669 4163

● SNES game SF 2 for sale £35. Excellent condition, boxed with instructions. Will swap for Super Bomberman.

Tel: 0932 867106

● SNES games for sale. Mario World £25, Dragon's Lair £30, Street Fighter 2 £25.

Call Dominic. English games.

Tel: 061 766 5225

● Game Boy with 6 games, car adaptor, battery pack, light magnifier, 2 cases. All for £120 ono.

Tel: 081 948 1595

● UK SNES for sale with 3 games – Starwing, Street Fighter 2 and Super Tennis. Comes with 2 control pads. All in shop condition. Worth £265, will sell for £130. Phone Chris after 7.30pm.

Tel: 0732 461259

● NES for sale, 2 controllers, 1 Zapper plus 15 games (inc Chip 'n' Dale, Duck Tales etc). £200 offers considered. Phone after 6pm.

Tel: 081 540 7465

● NES for sale £20, Zapper £7, Remote Control Consoles £35, Flightgrip 2 £10, Robot £10, Zelda 2 £20, Robocop £20, Bart vs Space Mutants £20, Gremlins 2 £20, Batman £20, Fester's Quest £20, Wrestlemania £20, Gyromite £5, Duck Hunt £5, Double Dragon £20. All except Batman, Gyromite and Duck Hunt boxed. But all with manuals. Buy 4 games or more and receive 2 years worth of TOTAL plus free gifts.

Tel: 066 476681

● Game Boy + 8 games + Handyboy + 4-player adaptor – £100. NES + 10 games. All accessories. Will split. £100. Ring for details.

Tel: 0635 202541

● Super NES (UK), Mario All-Stars pack, 1 month old. Also joystick, Flashback, Axel, Starwing, universal adaptor. £200.

Tel: 0528 467121

● NES games for sale, Quantum Fighter, Mega Man 2, Shadow Warriors, McDonald's, Top Gun 2, £5 each. Phone David.

Tel: 0279 413958

● GB games for sale. Alleyway, Baseball £10, Dr Franken, Lemmings, Football International, Zelda, Mega Man 2 £15 each. Ask for Joo after 4pm. Or swap with Faceball 2000, Boulderdash. Must be boxed with instructions.

Tel: 081 572 0125

● TOTAL magazines, issues 3, 10 and 11 available, £2.50 each. Phone after 5pm and ask for Graham.

Tel: 091 266 1878

● Game Gear for sale + adaptor + Sonic 1 + Sonic 2 + Streets of Rage – £120 ono.

Tel: 066 476681

● UK SNES for sale, 3 games – Starwing, Street Fighter 2 and Super Tennis, plus 2 control pads. Worth £265, will sell for

£130. All in shop condition. Phone Chris after 7.30pm.

Tel: 0732 461259

● For sale, NES with 2 controllers, 4 games which include Mega Man 3 and Micro Machines. Everything boxed and all for £50. Phone Manhal.

Tel: 0734 312705

● SNES games for sale. Tiny Toons (USA) £25, Converter £7, Super Tennis £25. TOTAL magazines for sale issues 10-24. £1.50 each. TOTAL issue 1 £50.

Tel: 0902 751474

● Tiny Toons and Battletoads £10 each (NES).

Tel: 071 372 2680

● SNES games for sale Actraiser (UK), Super Smash 2, (US), Super Star Wars (US). (Or swap for John Madden '93.)

Tel: 0330 833318

● Master System for sale. Amazing value! Console, 2 controls, 8 games inc Sonic 1 and 2, Alien³. Worth £300, prepared to sell for £100!! Ask for Dom.

Tel: 0536 78738

● Game Gear for sale! 5 games inc Sonic 2, Shinobi, carry case. Everything boxed with instructions, vgc. Sell for £125. Call Jeremy.

Tel: 0264 850661

● NES for sale, unboxed with 2 games: Tennis and Punch Out. Also 1 joystick, leads inc, plug plus adaptor. Only £35 ono. Ask for Wayne.

Tel: 071 251 4196

● No 1 issue of TOTAL for sale, mint condition, only £2.50! Ask for Joanne.

Tel: 081 888 1723

● SNES game Street Fighter 2 for sale, boxed with instructions, excellent condition £30.

Tel: 0932 867106

● NES with 12 games, Zapper and 2 controllers. Games inc SMB1 and 3, Elite, NES Golf etc. Only £150. Ask for Tim.

Tel: 0297 658874

● Game Boy for sale, games are: WWF1, Double Dragon 2, Krusty's Fun House, Bural Fighter and 2 more, just £80.

Tel: 081 546 1574

● NES for sale with 8 games, 2 controllers. Excellent condition, well worth £200. Will sell for £90 or nearest offer. With Action Replay.

Tel: 031 447 3000

● SNES games for sale, Tiny Toons, Starwing, Bubsy, Super Tennis, Mario Kart, Mortal Kombat. W Yorks area only, ring after 5pm. Ask for Richard.

Tel: 0943 850874

● Deluxe NES for sale includes Rob the Robot, 2 joypads, lightgun and 21 top games, will sell for £175 ono (all boxed).

Tel: 0786 813044

● Super NES, SF 2, Starwing, Ranmay 2, Actraiser, converter, 2 controllers, £140. Mint condition, all boxed.

Tel: 0932 862443

● NES Super Set console system, 4-player adaptor, 4 control pads, Zapper gun,

Super Mario Bros 1, World Cup, Tetris, Duck Hunt, Bart vs Space Mutant, Super Mario Bros 3 plus mags.

Tel: 0799 526570

● UK Super NES with Mario and 9 games inc Star Wars, Starwing, Probotector, PGA Tour Golf. Sell for £250. All boxed.

Tel: 0526 352312

● NES with 11 games inc Addams Family and Duck Tales. £70.

Tel: 0924 469152

● NES plus 16 games for sale. Kick Off, Micro Machines, Mega Man 4, Low G Man, Super Mario 3 and many more. £230 ono. Ask for Matthew.

Tel: 0252 871147

● SNES for sale with 7 games – SF 2, Mario Kart, Cool Spot, Aladdin, Zelda, Super Stadium and Kick Off, 2 controllers plus converter £230 ono.

Tel: 081 5192071

● Game Boy for sale. 8 games plus c case, light and amplifier. £150 ono (all boxed). TOTAL issues 1-26 £50 the lot or £2 each (postage and packaging included).

Tel: 0493 732324

● NES for sale, boxed. 8 games: Mario 1, 2, 3, Sword Master etc, 2 controllers. £70 ono. Will split.

Tel: 0827 281896

● SNES with 2 games – Joe & Mac and Super Mario – joystick and carry case, £75 ono. Also a great games package – Starwing, Mario All-stars, F-Zero, Street Fighter 2 and R-Type. Worth over £200, will accept £120 ono.

Tel: 0424 772077

● NES system for sale with four games including SMB 3 and Tetris. All boxed, with instructions.

Tel: 0563 25609

● SNES game for sale, Pugsley's Scavenger Hunt. V good condition. £25 boxed with instructions. Ask for Annette.

Tel: 0929 550875

● Game Boy, Game Genie and light magnifier for sale. £30 together or £15 for magnifier and £20 for Game Genie. Ask for Luice.

Tel: 027984 2872

● Game Boy games for sale: Super Mario Land £10, R-Type 2 £16. Instructions included. Phone Jason.

Tel: 081 9041380

● SNES games, Super Aleste £30, Mario Kart £31, Secret Missions £31, or swap for Flashback.

Tel: 0252 314372

● Game Boy for sale, 13 games inc Probotector, Solomon's Club, Empire Strikes Back, £135. Phone James.

Tel: 0373 473331

● UK SNES for sale, carry case, extra joystick, mags, selection of games: Striker, Zelda, Cool Spot etc etc. Surrey/Hants/Berks. £260.

Tel: 0252 875961

● Nintendo for sale, 5 games – Mario 1, 2 and 3, Turtles and Duck Hunt – carry case, 2 pads and Zapper, £60.

Tel: 081 8068641

● SNES games: Castlevania-£35, SMB 4-£30, Probotector-£35. All in good condition, manuals, no boxes. Ask for Robert.

Tel: 0473 311746

● NES for sale with 7 games including Maniac Mansion, Mario 1, Probotector, and 2 control pads and manual. For sale £100, but is worth £150.

Tel: 061 7985188

● Huge list of very cheap GB and NES carts, plus complete set of TOTALS.

Write now to: G Hogg, 147 Bolton Hall Rd, Bolton Woods, Bradford, BD2 1BQ.

● For sale: SNES games (both UK), Tennis £15 and F-Zero £20.

Tel: 0274 832670

● SNES games for sale: Zelda 3, Actraiser, King Arthur's World £25 each (mint). Smash TV £15 (old). All English and boxed. Phone Tony.

Tel: 0268 772337

● Issues 1-22 of TOTAL, all excellent condition, £25 inc postage and packing.

Write to: Mr R Sutton, 3 Ladywell Court, Welton HU15 1LY.

● NES for sale with 12 games. Mario 1 and 2, Bionic Commando, Gyromite, Captain Skyhawk, Simpsons, Snake Rattle 'n' Roll, Mic and Mac, Tom and Jerry, Micro Machines, Dizzy, Bubble Bobble. Good condition. Worth £370. Only £100. Also Game Boy with 3 games and game-light worth £120. Only £40. South-east Scotland area only.

Tel: 0875 870371

● NES for sale, 2 controllers, Zapper gun, NES advantage joystick, 7 games, Mario 1, Duck Hunt, Gumshoe, Simpsons, Gremlins 2, Micro Machines, Mega Man. £75 or near offers.

Tel: 0293 517324

● Amiga 500 plus 1 Meg for sale. 40 games and demos inc. F1GP, R-Type 2, SimCity. 30 Amiga games mags, joystick and joypad. Sell for £175 or plus Commodore monitor £350. Call David.

Tel: 081 3010321

● For sale SNES games: Zelda 3 £22, Final Fight £25, Mortal Kombat £38, Another World £22, Super Contra plus Jap adaptor £25, Mario 4 £18. Phone Kevin.

Tel: 0920 877342

● SNES games for sale! (Or maybe swap.) Super Bomberman £35, F-Zero (not boxed) £20, Probotector £30, Tiny Toons £30. All scored over 85% in TOTAL. Ask for James C. Also I want Aladdin and Cool Spot for SNES.

Tel: 0582 664819

● I am willing to sell 9 GB games (including SML 1, Duck Tales, Balloon Kid and Bubble Bobble) for £65 or £7.50 each. Ask for Peter or Stuart. All boxed.

Tel: 081 9895923

● Superscope gun with six game cartridges, boxed, hardly used, £35. F-Zero £30. Phone after 6pm. Windlesham area.

Tel: 0276 475469

● Yo! Anyone looking for a cheap 10 GB games inc Mega Man, Tetris and Turtles 2 etc? Only £70. What a bargain, ay? Call after 4pm.

Tel: Canterbury 786052

● Game Boy games for sale: Super Mario Land £10, R-Type 2 £16. Instructions included. Phone Jason.

Tel: 081 9041380

● Game Boy for sale with 4 games inc Crash Dummies and mains adaptor case and holster £90.

Tel: 0268 743811

● NES games for sale, Maniac Mansion, Sword Master, Spy vs Spy, North and South, Gumshoe, Swords and Serpents, all £5 each. All boxed with instructions. Ring after 6pm, Windlesham area.

Tel: 0276 475469

Swaps

● I will swap my Game Gear, 3 games, carry case, mains adaptor all boxed with manuals for 2/3 or 4 SNES games. One must be Street Fighter 2, Super Mario Kart, Super Bomberman, Rock 'n' Roll Racing, Kevin Keegan's Player/Manager or SimCity.

Tel: 0932 880149

● I will swap Jurassic Park for the SNES, excellent condition, for Mortal Kombat or Super Mario All-Stars (UK).

Write to: Chris, 41 Seaward Ave, Leiston, Suffolk, IP16 4BQ.

● Will swap my Pugsley's Scav Hunt for your Ranma 1/2, Lemmings or any game considered.

Tel: 0604 831487

● I will swap my Street Fighter 2 (Jap) for one of these: Super Bomberman, Exhaust Heat 2, Krusty's Fun House or Home Alone. Can be Jap, USA, Eng.

Tel: 654 7207

● Hi, I will swap my SMB 1 & 2 and Bubble Bobble (on NES) for Super Pang or F-Zero (on SNES).

Tel: 654 7207

● I will swap Super Aleste (UK), Super Probotector (UK), or Addams Family (UK) for your F-Zero or Wing Commander (US or UK).

Tel: 041 3348740

● I will swap Duck Tales, Gargoyle's Quest, Revenge of the 'Gator. Will consider any game for SNES or Game Boy. Phone any time, Edmonton area.

Tel: 081 3455876

● GB swap! My Bab's Big Break, Nemesis 2, Alf Chicken, Krusty's Fun House, Battletoads, Super Hunchback for any puzzle/platform titles eg Boinx V2, Garfield. Ask for Charles.

Tel: 0737 844738

● Super NES game NHLPA Ice Hockey '93, swap for most games. Will also sell for only £15! New would cost around £50. Phone after 4pm, ask for Chris.

Tel: 0252 310695

● Swap WWF 2 Royal Rumble for Striker or Super Mario Kart. Also Body Blows for Amiga £10.

Tel: 081 5491615

● OK, here is the deal: I'll swap you SF 2, Mario World or F-Zero. I want Pilot Wings or Starwing. Ask for Sam.

Tel: 081 3662850

● SNES swaps! My Jap Games-Area 88 (UN Squadron), Axel or my English games, Mortal Kombat, SF 2, Jurassic Park for an adaptor, an Action Replay or any top titles (eg Pop 'n' Twinbee). Ask for Charles.

Tel: 0737 844738

● I will swap Krusty's Super Fun House, SF 2 or Lemmings for Probotector, Kick Off or Striker (SNES, UK).

Tel: 051 4800680

● GB swap. Bart's EFCD 92%, Gremlins 2 82%, Parasol Stars 91% for any 3 games of same (within 10%) standard. Please ring after 4pm. Ask for Lucy.

Tel: 0572 722921

● I will swap or sell Super Mario 4, Buster Busts Loose, Spiderman and the X-Men and Super Mario Kart for any other decent game.

Tel: 0438 840566

● I will swap Super Probotector for Super Star Wars, Striker. Call Clive after 6.30pm.

Tel: 0252 727182

● Hi! I will swap Push Over and Super Adventure Island for one of these games: Mortal Kombat, Alien³, Ranma 1/2, Batman Returns or Mickey's Magical Quest.

Tel: 0604 832161

Wanted

● SNES games wanted: Mario Kart and Desert Strike (UK). Will pay £25 (each) or will swap for Addams Family: Pugsley's Scavenger Hunt or WWF. Ask for Jeremy.

Tel: 0932 880149

● Wanted! From a real fan of American football, John Madden '93. Will pay up to £25. Please phone and ask for Gavin (or swap for Actraiser).

Tel: 0330 833318

● Wanted! Instruction books for SNES Mario Kart and Game Boy Zelda, Link's Awakening. Pay £1 each. Ask for Marc.

Tel: 05047 65246

● TOTAL mags 1-20 wanted. Also, Hogan's Alley for the NES. Will pay any reasonable price.

Tel: 0664 67738

● Wanted so desperately Actraiser on UK format only with manual, doesn't have to be boxed. Swap Dynablast on Game Boy for Mario Land 2, Battle of Olympus, other games considered.

Tel: 071 231 6836

Pen Pals

● Hi, I'm Neil. I'm looking for a pen pal m/f aged 14-17. Must like SNES not Sega, and good music. Photo please, if you want.

Write to: Neil Forrest, 5 Leyton Close, Withymoor Village, Brierley Hill, West Mids, DY5 3JJ

● I'm looking for a female pen pal aged 11-16. Any interest. Please send photo if poss. Reply guaranteed.

Write to: Ken Shek, 3 Deans Hill, Chepstow, Gwent, NP6 5AT

● Hi, Emma here. I want a pen pal, male or female, any age. Have a sense of humour and like computers.

Write to: Emma Clarke, 292 City Rd, Hulme, Manchester, M15 4FA

● I am looking for a pen pal aged 11-13. Male or female. Must like SNES. Reply to all letters.

Write to: Michael Hastwell, 18 Green Lane, Blackburn, Lancashire, BB2 4SR

● Hi! We're looking for pen pals aged 10-14. Male or female. Promise to reply to all letters. We are aged 10 and 11.

Write to: Beck and Dan, 65 Breeze Hill, Walton, Liverpool, L910Z

● Hi, my name's Lee. I'm looking for a m/f of any age. I like pets and Nintendo. I hate Sega. I will reply to all letters.

Write to: Lee Harris, 3 Grosmont Place, Croesyceiliog, Cwmbran, Gwent, NP44 2QX

Messages

● To you – yes, you, Daniel Omoureh! Hope you had a great holiday and a merry Christmas, from, guess who? Swashy!!

● Hello everyone, I've always wanted to see my writing in a magazine. PS. This is by Sean D, Grovepark, London. Bye.

Reader ads! £1 for a normal ad! £5 for a boxed ad! Free to subscribers!

Classified - TOTAL writes to BLOCK CAPITALS - please enclose the total to put your phone number in the text of the ad and send it to: Reader Ads, TOTAL, Future Publishing, 30 Monmouth Street, Bath BA1 2BW.

You can pay by cheque or Postal Order - made payable to: Future Publishing - please do not send cash. Don't forget to say which classification you want your ad to appear in. The classifications available are: Sales, Wanted, Swaps, Fanzines, Pen Pals and Messages.

Remember to send 10p postage stamp. Total cost of ad is £1.00. If you want a boxed ad, add £4.00. If you want your ad to appear in the classified section, add £1.00. If you want your ad to appear in the classified section, add £1.00.

Normal ads are accepted - no letters - but try it!

I'm a reader and I want to say...

Details (Relax, we won't print your address – unless you're placing an ad for pen pals)

Name

Address

Postcode

Tel

Parental signature
(Get your parent to sign if you're under 16)

Tick if you're a subscriber ☐

Write your message in here
Remember to use BLOCK CAPITALS

Classification

SUPER NINTENDO

Aladdin	£40.99	Starwing	£38.99
Alfred Chicken	£43.99	Street Fighter 2 Turbo	£47.99
Cliffhanger	£35.99	Striker	£39.49
Cool Spot	£38.99	Super Bomberman	£31.99
Daffy Duck	£48.99	Super Mario Kart	£30.99
Dennis	£38.99	Super Star Wars	£37.99
Flashback	£38.99	Tazmania	£32.99
Goof Troop	£40.99	Terminator 2 Arcade	£37.99
Jurassic Park	£39.99	Terminator 2 Judgement	£42.99
Kevin Keegan	£41.99	Toys	£35.99
Mario All Stars	£38.99	Top Gear 2	£43.99
Mario is Missing	£43.99	Total Carnage	£38.99
Mortal Kombat	£45.99	WWF Royal Rumble	£52.99
Mr Nutz	£38.99	Yogi Bear	£42.99
Nigel Mansell's World	£32.49	Young Merlin	£53.99
Push Over	£34.99	Zombies	£37.99
Sensible Soccer	£38.99	Zool	£35.99

All games include P & P. Please make cheques, P.O.'s payable to: East London Games Centre. Call for a free price-list. All products are brand new. Allow 7 days clearance on cheques, postal orders same day despatch. Please phone before sending any payment. We only supply official UK products

EAST LONDON GAMES CENTRE, P.O. BOX 3621, LONDON E13 0RJ

TELEPHONE 081 470 6524. BUSINESS HOURS 10AM TO 10PM, 7 DAYS A WEEK

GAMES 4 U

14 DAYS 90% MONEY BACK GUARANTEE (IT IS CHEAPER THAN RENTING)

100'S OF NEW GAMES IN STOCK
PART EXCHANGE WELCOME
TRY-B4-U-BUY (SHOP CALLERS ONLY)
ALSO MANGA VIDEOS IN STOCK



open 10am - 7pm Mon - Saturday



GAMES 4U, 3 DEAN PARADE, CAMBERLEY GU15 4DQ

(600 yards from the A30. Take Caesars Camp Road, then left at College Ride and after the filling station and shops, right at Berkshire Road and you will see the shopping parade.)

FOR FURTHER INFORMATION PHONE 0276 681864

THE GAMES MACHINE

THE BEST GAMES THE BEST PRICES!

The Secret of Mana	£46.00	Art Racer 2 (US)	£45.00
The Secret of Mana (US)	£46.00	Art Racer 2 (UK)	£45.00
Street Fighter 2 Turbo	£47.00	Street Fighter 2 Turbo (UK)	£45.00
Street Fighter 2 Turbo (US)	£47.00	Street Fighter 2 Turbo (UK)	£45.00
Street Fighter 2 Turbo (UK)	£47.00	Street Fighter 2 Turbo (UK)	£45.00
Street Fighter 2 Turbo (UK)	£47.00	Street Fighter 2 Turbo (UK)	£45.00
Street Fighter 2 Turbo (UK)	£47.00	Street Fighter 2 Turbo (UK)	£45.00
Street Fighter 2 Turbo (UK)	£47.00	Street Fighter 2 Turbo (UK)	£45.00
Street Fighter 2 Turbo (UK)	£47.00	Street Fighter 2 Turbo (UK)	£45.00
Street Fighter 2 Turbo (UK)	£47.00	Street Fighter 2 Turbo (UK)	£45.00

DB2 Mega Man, Streetfighter II model, Multiapps, Consoles, Latest imports + special accessories available. Also Jaguar, Atari £250.00. New Games complete and games at great prices.

Ring now for friendly service and advice

0621 857627

MAIL ORDER ONLY

Please make cheques and postal orders payable to: Mr S Davies
Send to: The Games Machine, 90 Washington Road, Maidon
Essex CM9 6AP. P&P add £1.50 per game, consoles £5.00

CONSOLE MAGIC

FOR MAGIC PRICES

ZOMBIES (UK)	£45
JURASSIC PARK (UK)	£50
SUPER EMPIRE STRIKES BACK (US)	£55
SUPER BOMBERMAN (UK)	£40
ALADDIN (UK)	£45
MORTAL KOMBAT (UK)	£55
STREET FIGHTER II TURBO (US)	£59
TURTLES TOURNAMENT FIGHTERS	CALL
MULTI TAP	£26.95
SENSIBLE SOCCER	CALL

MANY MORE AVAILABLE PLEASE CALL

CONSOLE MAGIC, 26 ABBEY WALK, CORONATION ROAD, HALIFAX, WEST YORKSHIRE, HD3 0AJ TEL: (0422) 345934

PLEASE ADD £1.50 PER TITLE FOR POSTAGE AND PACKAGING

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO CONSOLE MAGIC

NES

ACTION IN NEW YORK	14.99
BARBIE	31.99
BATTLESHIP	21.99
CASTELIAN	9.99
DROPTONE	14.99
F-15 STRIKE EAGLE	9.99
HOME ALONE 2	12.99
MIG 29	26.99

ALL NES GAMES SUBJECT TO AVAILABILITY

SUPER NES

ACTRAISER 2	43.99
ADDAMS FAMILY	40.99
ALADDIN	47.99
ALIENS 3	44.99
ADVENTURE OF DR FRANKEN	40.99
AMAZING TENNIS	40.99
ANDRE AGASSIS TENNIS	44.99
ASTERIX	39.99
BART'S NIGHTMARE	40.99
BATMAN RETURNS	44.99
BREATHOVEN	44.99
BOB	40.99
BOXING LEGENDS OF THE RING	44.99
BULLS VS BLAZERS	40.99
CAPTAIN AMERICA	43.99
CAVEMAN NINJA-JOE & MAC	44.99
CHUCK ROCK	44.99
CLAY FIGHTERS	54.99
CLIFFHANGER	44.99
COOL SPOT	41.99
COOL WORLD	40.99
CRASH DUMMIES	44.99
CYBERNATOR	44.99
DAFFY DUCK	49.99
DESSERT STRIKE	44.99
DINO CITY	40.99
DRACULA	44.99
DRAGONS LAIR	40.99
DRAKHEN	44.99
EARTH DEFENCE FORCE	40.99
EQUINOX	44.99
EXHAUST HEAT	40.99
FATAL FURY 2	43.99
FIRST SAMURAI	43.99
FLASHBACK	44.99
GEORGE FOREMAN'S BOXING	44.99
GODS	44.99
HARLEY'S HUMONGOUS ADV	40.99
HOME ALONE 2	44.99
HOOK	44.99
HUNT FOR RED OCTOBER	44.99
JAMES BOND JUNIOR	22.99
JIMMY CONNORS PRO TENNIS	34.99
JOHN MADDEN 93	40.99
JURASSIC PARK	44.99
KEVIN KEEGAN PLAYER/MANAGER	40.99
KICK OFF	40.99
KRUSTY'S FUN HOUSE	40.99
LAGOON	53.99

Unlimited Software

Tel: 0977 795828



LAST ACTION HERO	44.99
LAWNMOWERMAN	46.99
LEGENDS MYSTICAL NINJA	40.99
LETHAL WEAPON	40.99
MAJOR TITLE GOLF	40.99
MARIO IS MISSING	43.99
MICKEY ADV TOON TOWN	49.99
MICKEY'S PUZZLE	49.99
MIGHT & MAGIC	53.99
MORTAL KOMBAT	53.99
NBA ALL STAR CHALLENGE	44.99
NFL QUARTERBACK CLUB	53.99
PGA TOUR GOLF	43.99
POP N TWINBEE	44.99
POPULOUS	40.99
PUGSLEYS SCAVENGER HUNT	40.99
PUSHOVER	35.99
RACE DRIVEN	19.99
ROAD RASH	19.99
ROBOCOP 3	40.99
ROBOCOP V TERMINATOR	46.99
SENSIBLE SOCCER	44.99
SECRET OF MANA	49.99
SPIDERMAN X-MEN	40.99
STREETFIGHTER 2 TURBO	52.99
STRIKER	40.99
SUNSET RIDERS	44.99
SUPER BATTLE TANK	40.99
SUPER BOMBERMAN	44.99
SUPER JAMES POND	35.99
SUPER KICK OFF	40.99
SUPER PUTTY	49.99
SUPER SMASH TV	40.99
SUPER STRIKE EAGLE	44.99
SUPERSWIV	44.99
TAZMANIA	44.99
TECNO SUPERBOWL	43.99
TERMINATOR 2	40.99
TEST DRIVE 2	40.99
TINY TOONS ADVENTURES	44.99
TOYS	40.99
TRODDERS	40.99
TROLLS	44.99
TURTLES TOURNAMENT	52.99
VIRTUAL SOCCER	49.99
WARPSPEED	40.99
WAYNE'S WORLD	44.99

WE'RE BACK	42.99
WOLFENSTEIN 3D	43.99
WORLD CLASS RUGBY	40.99
WORLD CLIP SOCCER	44.99
WWF ROYAL RUMBLE	53.99
WWF WRESTLEMANIA	40.99
YOUNG MERLIN	40.99
ZOMBIES ATE MY NEIGHBOURS	49.99

GAME BOY

ANDRE AGASSI TENNIS	21.99
ALFRED CHICKEN	22.99
ALIENS 3	21.99
ASTERIX	22.99
ASTERIODES	14.99
BART & THE BEANSTALK	22.99
BATTLE OF OLYMPIUS	21.99
BATTLESHIP	22.99
BC KID	21.99
CASTELIAN	14.99
CENTPEDE	17.99
CHUCK ROCK	21.99
CLIFFHANGER	21.99
COOL WORLD	21.99
CRASH DUMMIES	21.99
DR FRANKEN 2	21.99
DRACULA	21.99
DRAGON LAIR	14.99
DROPTONE	22.99
EMPIRE STRIKES BACK	22.99
F-15 STRIKE EAGLE	21.99
FERRARI GRAND PRIX	21.99
FIRE FIGHTER	22.99
FIDGETS	21.99
FRANKY ON THE TILES	19.99
GARFIELD	24.99
GEAR WORKS	21.99
GOZILLA	21.99
HOME ALONE 2	21.99
HUMANS	21.99
JOE & MAC CAVEMAN NINJA	21.99

JORDAN VS BIRD	21.99
JURASSIC PARK	24.99
KID DRACULA	21.99
KRUSTY SUPER FUN HOUSE	21.99
LAST ACTION HERO	21.99
LAWNMOWERMAN	21.99
LEMINGS	21.99
LETHAL WEAPON	21.99
LINGO	21.99
MAX	21.99
MCDONALDLAND	21.99
MORTAL KOMBAT	26.99
NAVY SEALS	21.99
NBA ALL STAR CHALLENGE 2	22.99
NEEMES 2	24.99
NFL QUARTERBACK CLUB	21.99
PARASOL STARS	21.99
PROPHECY VIKING CHILD	21.99
PINBALL DREAMS	21.99
PITFIGHTER	21.99
POPULOUS	21.99
POWER PAWS	21.99
PRINCE VALIANT	19.99
PUGSLEYS SCAVENGER HUNT	21.99
QIX	9.99
RACE DRIVEN	14.99
RAGING FIGHTER	21.99
REN & STIMPY	21.99
ROAD RASH	21.99
ROBOCOP	21.99
RODLAND	21.99
SENSIBLE SOCCER	21.99
SIMPSON'S ITCHY & SCRATCH	22.99
SPEEDBALL 2	14.99
SPEEDY GONZALES	26.99
SPIDERMAN 2	21.99
SPIDERMAN 3 INV	22.99
SPIDERMAN/X-MEN	22.99
SPLITZ	21.99
STAR HAWK	19.99
SUPER JAMES POND	21.99
SUPER KICK OFF	19.99
TAZMANIA	21.99
TESSERA	19.99
TERMINATOR 2	21.99
THE FLASH	14.99
TITUS THE FOX	20.99
TOM & JERRY 2	21.99
TRACK & FIELD	21.99
TROLLS	21.99
UNIVERSAL SOLDIER	21.99
WCW MAIN EVENT	21.99
WFF 3	22.99
XENON 2	9.99
ZEN INTERGALACTIC NINJA	21.99

Cheques made payable to Unlimited Software. Cheques need 7 days clearance. Any games with faults will be replaced. P&P £1.00 per item. No callers please

SWAP IT TI 9AW2 SWAP IT TI 9AW2

SWAP IT

ONLY £3.00 INCLUDING POSTAGE

- ▶ Choose the games you want to swap
- ▶ Send just £3.00 for each game
- ▶ Use a separate sheet of paper if you wish
- ▶ Please allow 14 days for delivery

All games will be returned by recorded delivery

Terms of agreement:-

All games must be of similar value to the games being swapped.

All the games must be in the original box with instruction booklet

Please make cheques & Postal Orders payable to SWAP IT

SNES, GAMEBOY & MEGA DRIVE

Post to: Swap It, 6 Amberley Grove, Sydenham, London SE 26

1st Choice

2nd Choice

3rd Choice

4th Choice

Game Enclosed

Amount Enclosed £

Signature of guardian if under 18

METEOR - MEGA-STORE 0272 411673
3 CLOUDS HILL ROAD 0272 413063
ST GEORGE 9 - 6 MON-FRI
BRISTOL BS5 7LD 9 - 3.30 SATURDAY

MEGA DEALS FOR APRIL

POSTAGE IS £7.50 FOR MAIL ORDER

SNES ALADDIN PACK £119.99

SNES STARWING PACK £109.99

SNES MARIO ALL STARS £94.99

GAMEBOY DEALS THIS MONTH

GAMEBOY WITH TETRIS £44.99

GAMEBOY NO EXTRA'S £34.99

SNES GAMES OUR TOP 20 BEST SELLERS

POSTAGE IS £1.50 FOR MAIL ORDER

ALADDIN £44.99

COOL SPOT £44.99

DESERT STRIKE £39.99

FLASH BACK £39.99

JAMES POND £36.99

JURASSIC PARK £40.99

JOHN MADDENTM £39.99

KEVIN KEEGANS PLAYER MANAGER £42.99

LEGEND OF THE MYSTICAL NINJA £42.99

MARIO ALLSTARS £45.99

MORTAL KOMBAT £46.99

NIGEL MANSELL'S WORLD CHAMPIONSHIP £39.99

STRIKER £40.49

STREET FIGHTER 2 TURBO £52.99

SUPER MARIO KART £45.99

SUPER BOMBER MAN £32.99

SUPER STARWARS £44.99

STARWING £39.99

TMNT (TOURNAMENT FIGHTERS) £54.99

ZOMBIES £38.99

**MEGA
MEGA
OFFER**
LETHAL ENFORCER
NOW IN STOCK
BRILLIANT
PRICE

MAIL ORDER AVAILABLE

We also accept: PO's
Cheques
Cash

IF YOU CAN'T SEE WHAT YOU ARE LOOKING FOR THEN GIVE US A RING. WE WILL BE PLEASED TO TALK TO YOU

0272 411673

SHOP PRICES MAY DIFFER FROM MAIL ORDER PRICES

£5 OFF ANY CARTRIDGE +

Over £10,000's worth of CD Consoles, Cartridge Consoles & Hand Held systems available

EVERY CALLER WINS

Simply answer correctly at least 5 out of 7 EASY

TRUE or FALSE questions to WIN at least £5 OFF your next cartridge and a console could be your BONUS PRIZE RING NOW! We promise YOU CAN'T LOSE!

0336 426 208

AMERICAN MEGAMANIA

WIN A HOLIDAY to New York or Florida

and \$500 spending money. 10 holidays to be won. Every caller has to simply answer 5 out of 7 easy True or False questions correctly to win at least £5 off your next cartridge & a holiday could be yours. Every call wins.

RING NOW 0336 426 209

Updated weekly

Information or cheat line! Claim a £5 voucher!!

Ring Now!!! **0336 426 202**

Calls charged at 36p per min cheap rate, 48p per min all other times. Please ask permission before using the phone. Both competitions are instant win and cash alternatives are only available for major prize winners. The £5 off any cartridge is a voucher that entitles the holder to £5 off the price of any cartridge available, purchased through our postal order service. Max possible cost of call £3.60. A list of prize winners, rules and conditions are available from You-Must-Win PO Box 244, Epsom, Surrey KT18 9YW

ONE STEP AHEAD GAMING

O.S.A Gaming, PO Box 79, Haslemere, Surrey. GU27 3YZ. Fax 0428 654856

WE DEAL IN THE BEST! WE DEAL IN SUPER NES, USED AND NEW.

Phone **O.S.A Gaming** and receive **FREE** membership to the fastest growing used gaming club in Great Britain.

4 WAYS TO GAMING BLISS.

TRADE - Unwanted games for money off new or other used games.

BUY - By Access, Visa, cheque or postal order
SELL - You receive a cheque as soon as we've tested your item.

AGENCY - If time is on your side, to receive more for your game, leave it with us, when we have sold it we pay you.

OVER 100 DIFFERENT TITLES IN STOCK, HERE IS A SELECTION

TINY TOONS £29 SMASH TV £23

ZELDA 3 £27 MARIO ALL STARS £35

STARWING £29 JURASSIC PARK £32

BATMAN RETURNS £30 PRINCE OF PERSIA £27

Viewing and trial at **VIDEO HUT, Haslemere.** (Shop prices may vary).

Opening times: Mon - Sat 10am - 7pm, Sun/Bank hols 12am - 6pm. Please add £1.50 for games and £10.00 for consoles P&P. Please make all cheques and postal orders payable to O.S.A GAMING. We aim to despatch games 1st class, recorded delivery within 24 hrs of payment clearance.

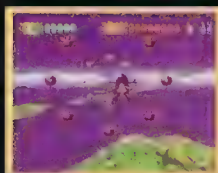
TO ADVERTISE CALL 02025 442244

A guide to Super NES fantasy games

ZELDA 3
93% (Issue 11)
One of the best adventures of all time. It's big and it's ever bee-yoo-tiful.



SKYBLAZER
92% (Issue 27)
An excellent arcade adventure with loads of different bad guys and stages.



ACTRAISER
91% (Issue 12)
A monster-mashing, sword-swiping spectacular. There's even some town-building chucked in for good measure.

LEGEND OF THE MYSTICAL NINJA
90% (Issue 25)
This well-polished arcade-style adventure game is packed with so much variety that it's virtually unbeatable.

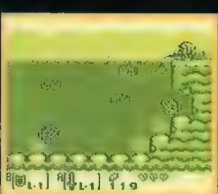


SOUL BLAZER
89% (Issue 12)
If you liked Zelda, you'll like this. It's the closest thing on the SNES.

A guide to Game Boy fantasy games

ZELDA IV
97% (Issue 23)
How many more times must I sing the praises of this amazing game? Just go out and buy it, okay?

BATTLE OF OLYMPUS
90% (Issue 19)
Before Zelda IV, this was the finest role-playing game for the handheld. Oh, how the mighty have fallen!



TOTAL RECALL

The definitive guide to Nintendo games (and what we think of them)

To make it easier for you to find what you're looking for, the games which are highlighted in red all received marks of 85% or above. The games shown in blue are the new entries, which you'll find in the shops in the very near future.

Super NES

ACTRAISER 91% Issue 12 An arcade slash 'em up with lovely graphics and loads of atmosphere.

ACTRAISER 2 87% Issue 26 A hack 'n' slash, without any of that tedious RPG/God nonsense.

THE ADDAMS FAMILY 70% Issue 8 Good-looking and challenging arcade adventure. Unoriginal, though.

THE ADDAMS FAMILY: FOGLEY'S SCAVENGER HUNT 89% Issue 16 Pleading 'n' challenging platformer.

AERO THE ACROBAT 83% Issue 24 Clever and pretty platformer which is different enough to be fun.

AGURI SUZUKI 67% Issue 19 Average but fast racing game in a similar style to Pole Position.

ALADDIN 85% Issue 25 A tad easy to complete, but it plays, looks and sounds lush. A whole new world.

ALFRED CHICKEN 75% Issue 25 A fun platformer which is a bit too frustrating for its own good.

ALIEN 90% Issue 18 Amazing animation and tough gameplay. The best Super NES film licence ever!

AMAZING TENNIS 33% Issue 15 Ridiculously poor and completely unplayable tennis sim. A real doo.

AMERICAN GLADIATORS 7% Issue 22 No skill required, and the controls are tragic. Absolute rubbish.

ANOTHER WORLD 74% Issue 12 Technically stunning and potentially a classic, but it's too easy.

ART OF FIGHTING 61% Issue 26 Looks a bit like a Neo-Geo title, but ultimately it's too clunky and dull.

ASTRIX 77% Issue 20 Great licence, but wasted on this disappointingly average platformer.

AXELAY 81% Issue 11 Very pretty alien-blast, but it suffers from patchy gameplay.

BASEBALL SIMULATOR 1000 39% Issue 18 NES-quality graphics and terrible animation. A real stinker.

BATTLE BLAZE 59% Issue 8 A second-division slugger which looks good but isn't varied enough.

BATTLE CLASH 28% Issue 12 A tedious, simplistic Super Scope game. Shoot robots and, er, that's it.

BATLEMANIACS 68% Issue 22 Visually brilliant, but the gameplay is the same as NES Battletoads.

BATMAN 66% Issue 19 Moody levels and a good-looking Batman don't make up for the monotony.

BART'S NIGHTMARE 53% Issue 12 Good-looking and varied, but the gameplay's too random.

BLAZEN 28% Issue 10 A sad side-ways blaster with shuddery scrolling and a lack of aliens.

BLAZING SKIES 42% Issue 12 Random game, shabby graphics and no atmosphere. Dreadful.

BLUES BROTHERS 68% Issue 19 Could have been a classic, but it's too unoriginal and too blimmin' easy.

B.O.B. 70% Issue 18 A cute and fairly appealing platformer, but it's simply not varied enough.

BOMBER MAN 93% Issue 19 The best four-player game ever! Great value for money!

BRETT HULL HOCKEY 79% Issue 25 Good attempt at an ice hockey game. Looks and sounds great.

BUSSY 81% Issue 20 Fast and pretty, but too easy. (Still, it's better than Sonic.)

BULLS VS BLAZERS 52% Issue 20 Tough, but slow basketball sim with good sprites and bad animation.

BUSTER BUSTS LOOSE! 87% Issue 18 This stunning-looking platformer is cuddly, but a bit shallow.

CAPTAIN AMERICA 31% Issue 23 Diabolical-looking beat 'em up with laughable scrolling. A travesty.

CASTLEVANIA IV 74% Issue 7 A good-looking swing 'n' slice 'em up which is a bit samey but loads of fun.

CALIFORNIA GAMES II 31% Issue 17 Unbelievably basic and repetitive attempt at a sports sim.

CAL RIPKEN JR BASEBALL 65% Issue 22 Not bad, but the pitching lacks variety and it's all a bit random.

THE CHESSMASTER 79% Issue 21 If you're a chess-head you'll like this. If you're not you won't. Simple.

CHUCK ROCK 61% Issue 14 A very basic platformer. It's pretty, but the gameplay's too simplistic.

CLAYFIGHTER 87% Issue 27 What's this? A humorous beat 'em up? Your next challenge, perhaps?

CLAYMATES 77% Issue 22 Original platformer with great sprites, but sloppy level design.

CLIFFHANGER 24% Issue 26 The second worst SNES game ever. Last Action Hero is the worst.

COOL SPOT 92% Issue 24 Wonderful-looking and wonderful-playing game.

COSMO GANG: THE PUZZLE 69% Issue 19 Basic-looking puzzler which is fun for two but boring for one.

CRAZY SPORTS 54% Issue 21 Punning James Pond 'sport' sim with primitive graphics and no challenge.

CYBERNATOR 83% Issue 19 Get used to the cumbersome controls and you'll find a fab blaster here.

DAFFY DUCK 75% Issue 25 A polished and funny platformer which is, sadly, a bit limited.

DARIUS TWIN 62% Issue 14 This shooter is action-packed but can get seriously repetitive.

DEAD DANCE 67% Issue 18 A beat 'em up which grows on you but still isn't a patch on SFII.

DEMNIIS 65% Issue 24 Platform game which looks good but just doesn't play well enough.

DEATH VALLEY RALLY 75% Issue 15 Fast and funny, but it's awkward and ludicrously hard.

DESERT STRIKE 88% Issue 13 An excellent blaster with a great mix of shooting and strategy.

DEVIL'S COURSE 43% Issue 22 A giant crazy-golf game which is too hard and uncontrollable to be fun.

DINOSAURS 55% Issue 11 Big, pretty and playable enough, but it's all fairly standard stuff.

D-FORCE 67% Issue 10 This vertical scroller looks basic, but it might keep you amused for a while.

DRACULA 46% Issue 22 Primitive graphics and uneventful gameplay. A wasted licence.

DRAGON BALL Z 24% Issue 21 Luscious attempt at a beat 'em up with a split-screen format!

DRAGON'S LAIR 93% Issue 10 Probably the most tortuous and atmospheric game you'll ever play!

DRAKKHEN 64% Issue 14 An RPG which gives you four characters to control but is too methodical.

DR FRANKEN 70% Issue 24 Huge game world and good controls, but there are no passwords or continues.

EVIL SWORD MA KENDO 56% Issue 19 Cute Manga-style platformer which is too easy and basic.

F1 CIRCUS 64% Issue 10 Loads and loads of options, but the viewpoint is confusing.

F1 EXHAUST HEAT 59% Issue 12 Nice Mode 7 racetracks but the gameplay is a complete non-starter.

F1 POLE POSITION 84% Issue 22 The emphasis is on realism rather than playability, but it's still very nice.

FAMILY DOG 47% Issue 20 A real dog of a game. Walk away slowly, and don't look back.

FATAL FURY 27% Issue 26 Better than the average beat 'em up. Still not a Turbo baster, though.

FINAL FIGHT 78% Issue 9 Look no further than this if you want a decent, varied and colourful beat 'em up.

FIRST SAMURAI 80% Issue 21 A good, solid platformer with lots of action. Stands out from the crowd.

FLASHBACK 85% Issue 25 Brilliant adventure platformer which looks and sounds really special.

F-ZERO 91% Issue 5 This futuristic burn-up really has to be seen to be believed! Heart-pumping stuff.

GEORGE FOREMAN'S KO BOXING 8% Issue 21 Not one redeeming feature here. Utter crap.

GOODS 80% Issue 15 A great-looking title, with a nicely balanced mixture of killing and puzzles.

GOLDEN FIGHTER 34% Issue 20 A really third-rate beat 'em up with bad animation and null characters.

GOOF TROOP 63% Issue 23 Zelda-esque puzzle game which is too simplistic but fun with two players.

GP1 60% Issue 22 Okay, but it doesn't capture the thrills of real high-speed racing.

HARLEY'S HUMUNGOUS ADV. 45% Issue 16 A very poor excuse for a platformer. Don't waste your dosh.

HOLE IN ONE 75% Issue 11 Although this only has 18 holes, the smart Mode 7 graphics make up for it.

HOME ALONE 23% Issue 13 This sprawling platformer is big, empty and contains nothing new.

HOOK 60% Issue 11 If you liked the Robin Williams' film, you'll be disappointed with this.

JACK NICKLAUS GOLF 59% Issue 11 This is ruined by slow graphics and ponderous gameplay.

JAKI CRUSH 61% Issue 17 With only one table, this pinball game soon gets monotonous.

JAMES BOND JUNIOR 42% Issue 14 A ludicrous plot and game-play that manages to be even worse.

JOE 'N' MAC: CAVEMAN NINJA 72% Issue 9 Uncontrollable and too easy to finish, but still fairly playable.

JIMMY CONNORS TENNIS 93% Issue 15 A highly playable tennis sim for up to four players. Easily as good as Super Tennis.

JOHN MADDEN '93 86% Issue 13 Fans of American football won't find a better sim than this.

JOHN MADDEN NFL '94 93% Issue 27 Best American footy sim to date. Playable, exciting and realistic.

JURASSIC PARK 84% Issue 23 Good-looking action game, with some excellent 3D sections.

KA-BLOOEY 69% Issue 13 A taxing puzzler, but not really worthy of the Super NES.

KIKIKAIAI NINJA 76% Issue 17 This cute shoot 'em up is well done and fun, but it's not big enough.

KING ARTHUR'S WORLD 78% Issue 17 A slick, well-presented strategy game, but it's a bit slow.

KING OF THE MONSTERS 41% Issue 10 A cross between Godzilla and WWF. Sounds fun but isn't.

KRUSTY'S SUPER FUN HOUSE 80% Issue 9 A bit gloomy, but this is an atmospheric puzzler nonetheless.

LAGOON 79% Issue 22 This is a nicely structured and playable role-playing game.

LAS VEGAS STAKES 20% Issue 21 Gambling game with no risk and no money to win. What's the point?

LAST ACTION HERO 6% Issue 26 This is it. The worst SNES game ever. Absolute crap.

LAMBORGHINI 91% Issue 23 Lush-looking and highly playable racer. Includes a bizarre Super Scope option.

LAWNMOWER MAN 79% Issue 24 Potentially superb, with some great sub-games, but ultimately flawed.

LEGEND OF THE MYSTICAL NINJA 90% Issue 25 Professional role-playing arcade game.

LEMMINGS 81% Issue 10 The squillion-year-old classic comes to the Super NES and it's still fun and frantic.

LETHAL ENFORCERS 70% Issue 27 This is a fun blaster, but at £75 it's also ludicrously expensive.

LETHAL WEAPON 84% Issue 16 Unimaginative use of a movie licence. A standard platform beat 'em up.

LOST VIKINGS 87% Issue 17 Hard-core cerebral action. Good-looking, innovative and slick.

MAJOR TITLE 86% Issue 26 The best golf sim on the SNES. It's basically the UK version of Trem Skins.

MARIO ALL-STARS 99% Issue 21 Four Mario games on one cart - definitely the best cart ever!

MARIO AND WARIO 62% Issue 24 At last, another SNES movie game. It's far too easy and irritating, though.

MARIO IS MISSING 92% Issue 21 'Edutainment' game which is both fun and educational. Engrossing stuff.

MARIO PAINT 48% Issue 10 A user-friendly art and music package but it's far too limited. Disappointing.

MARIO TIME MACHINE 83% Issue 26 An excellent blend of fun and facts. Surf and meet Newton!

MEGA-LO-MANIA 85% Issue 27 Slick, well polished god sim. Wage wars, conquer islands, etc. What fun!

MEGA MAN X 86% Issue 27 Shoot 'n' collect platformer with smart graphics. Could've been better, though.

NIGHT AND MAGIC 60% Issue 24 Tedious RPG. An outdated fantasy for dweebs with dice for brains.

NOMOPOLY 41% Issue 17 Pointless and expensive. Just buy the board game instead.

MORTAL KOMBAT 70% Issue 21 An okay fighting game, but ultimately too repetitive and limited.

MR NUTZ 84% Issue 23 Stunning-looking platform romp, but it lacks gameplay and variety.

MUSYA 59% Issue 8 Dull Oriental arcade adventure, but there are some neat bits in there.

NBA ALL-STAR CHALLENGE 48% Issue 20 Excellent graphics but dull gameplay, even with two players.

NBA JAM 86% Issue 27 The best basketball sim for the SNES. Up to four players, lush graphics and sound.

NBA SHOWDOWN 50% Issue 27 Tedious, awkward and sluggish re-jig of Bulls Vs Blazers. No, no, no!

NFL FOOTBALL 17% Issue 26 The worst American Football game yet. What is going on!

NHLPA ICE HOCKEY '94 91% Issue 27 The best ice hockey sim around. It even has a five-player option. Yup, stupid organ music, too.

NHLPA ICE HOCKEY '91 91% Issue 27 A realistic and easy-to-learn ice hockey sim which plays wonderfully.

NGEL MANSELL 71% Issue 22 Very good in most respects, but there's no two-player game.

NOLAN RYAN'S BASEBALL 68% Issue 18 This Manga-style sim is fairly playable but full of niggly flaws.

OTHELLO WORLD 45% Issue 22 Face it, classic board games just don't work on consoles.

OUT TO LUNCH 71% Issue 23 Cute and addictive platformer which is too unoriginal and uncontrollable.

PAPERBOY 23% Issue 10 Unbelievable. Almost as bad as doing the real thing.

PARODIUS 87% Issue 9 A fun shoot 'em up with plenty to get your teeth into. Too easy, though.

PGA TOUR GOLF 69% Issue 11 A nice user-friendly golf sim, with a simple layout and easy-to-use menu.

PHALANX 59% Issue 13 A horizontally scrolling shooter with all the biz, but the action's patchy.

PILOTWINGS 91% Issue 11 Stunning 3D flight sim with visuals to make your eyes pop out. Gorgeous!

PLAYER MANAGER 60% Issue 22 One of the more playable games of its type, but it's still for fanatics only.

PLOK 80% Issue 24 A game with that elusive feel-good factor. Looks, sounds and plays great.

POOL 82% Issue 23 Good ball movement and a smart two-player option, but boring for a lone player.

POP 'N' TWINBEE 78% Issue 20 Cute top-down scrolling shoot 'em up that's a lot of fun but won't last long.

POP 'N' TWINBEE 29% Issue 27 Smart platform extravaganza which stands out from the crowd.

POPULOUS 61% Issue 12 A good conversion of the old god-game, but the novelty's worn off now.

POWER ATHLETE 28% Issue 14 Another SFII rip-off, and it's a pile of cack. The graphics are appalling.

POWERMOWER 70% Issue 19 Huge god-game which takes a while to get into but is mildly addictive.

PRINCE OF PERSIA 84% Issue 9 Very tough arcade puzzler. Lovely graphics and stunning animation.

PRO BASEBALL LEAGUE '93 79% Issue 18 Good sim, with Manga-style graphics and a fun two-player mode.

PRO QUARTERBACK 33% Issue 16 Nice features, but it doesn't really make it as an American footy sim.

PUSH OVER 68% Issue 13 Tricky arcade puzzler, but not as arcadey or as puzzley as it should be.

R-TYPE II 88% Issue 26 Bit small, but a vast improvement over the other R Types. Lush graphics.

RACE DRIVER 17% Issue 12 Probably the worst Super NES driving game ever. Pathetically slow graphics.

RAMPARTS 68% Issue 20 This mixture of two game styles - Tetris and a war game - is far too easy.

RANMA 66% Issue 25 A nifty best-of-three-rouns beat 'em up which wins no prizes for originality.

RANMA 1/2 PART 2 68% Issue 16 This is almost the same as the original, but with a few added frills.

REN AND STIMPY 44% Issue 23 Cartoon-perfect graphics but an almost complete lack of gameplay.

RIVAL TURF 70% Issue 9 Good two-player shoot 'n' beat 'em up with high-speed gameplay.

ROBOCOP 37% Issue 12 A major disappointment. Poor graphics and non-existent gameplay.

ROBOCOP VS TERMINATOR 59% Issue 12 A Roxy platform shoot 'em up with little to recommend it.

THE ROCKETER 28% Issue 7 Impressive to look at but the gameplay's a real turkey. Pointless.

ROCKY ROCKET 68% Issue 22 All the makings of a fine platformer, but it's too quirky and not very original.

RPM RACING 46% Issue 9 More of a tourer than a racer - it's far too slow to get the blood rushing.

RUN SABER 60% Issue 21 This certainly has the looks, but it's dead simple to finish. Pity.

RUSHING BEAT 78% Issue 11 Double Dragon/Final Fight rip-off which is just too darn boring.

SECRET OF MANA 90% Issue 26 Almost as good as Zelda, which is no mean feat. Staggering graphics.

SENSEI SPOKER 94% Issue 25 An almost unbeatable footy sim with excellent controls and features galore.

SEPTENTRION 80% Issue 21 Fab arcade adventure with lovely graphics. (Jap instructions, though.)

SHADOWRUN 81% Issue 21 Big, moody and violent RPG with intriguing plot and complex puzzles.

SHANGHAI 24% Issue 26 It's all right, but it's not nearly as good as the real thing.

SKULLJAGER 61% Issue 13 Bland scenery, basic animation and bog-standard action. Lacklustre stuff.

SKYBLAZER 92% Issue 27 Dazzling platform beat 'em up, packed with variety and action.

SIM CITY 94% Issue 7 Possibly the best-value game ever! A simple concept, but a huge game.

SOUL BLAZER 89% Issue 12 Similar to Zelda, and almost as good. Huge, atmospheric and pretty.

SPACE ACE 56% Issue 27 Poorly designed, but very pretty platformer. Horrendous gameplay. Suffer!

SPARKY'S QUEST

SUNSET RIDERS 78% Issue 23
A simple blaster with some nice touches but not enough variety.

SUPER ADVENTURE ISLAND 40% Issue 11
The rave soundtrack is pretty groovy but the game itself is very basic.

SUPER AIR DIVER 49% Issue 22
Fast and good-looking, but the game-play is repetitive and your control is seriously limited.

SUPER ALESTE 85% Issue 12
If it's vertically scrolling shooters you're after, this is the business!

SUPER BATTER UP 49% Issue 18
Cack-looking, uncontrollable and stupidly tough baseball sim.

SUPER BATTLETANK 50% Issue 14
This is like Desert Strike, but with tanks. And it's very tedious.

SUPER BIRDIE RUSH 48% Issue 21
Not techy enough for a golf sim and too slow for an arcade golfer.

SUPER BIKURI MAN 24% Issue 19
A laughably dreadful SFII rip-off with no variety and no fun.

SUPER BUSTER BROS. 57% Issue 14
A Pang conversion with no two-player mode. Doesn't really work.

SUPER DOUBLE DRAGON 61% Issue 12
Decent graphics, but like the other DD games there's no challenge.

SUPER CONFLICT 69% Issue 18
A strategy game which is simple and limited but still fairly compelling.

SUPER EMPIRE STRIKES BACK 79% Issue 24
A re-run of Super Star Wars, with the same platform action, a vast area and loads of sub-games.

SUPER FI HERO 51% Issue 19
Scabby graphics, but fairly exciting racing – for about half an hour.

SUPER FI GRAND PRIX 56% Issue 19
Poor racing game with a top-down Mode 7 viewpoint. It doesn't work.

SUPER FI GRAND PRIX PART 2 53% Issue 19
Better looking than the original but even more ridiculously tough and unplayable.

SUPER FAMILY TENNIS 75% Issue 22
Competent sim with cute graphics, but too basic to compete with the big guys of Super NES tennis.

SUPER GHOULS 'N' GHOSTS 87% Issue 11
Lovely scenery and a challenge to knock your socks off.

SUPER FIRE PRO WRESTLING 2 54% Issue 18
Tons of wrestlers, but not enough moves or variety.

SUPER FORMATION SOCCER 44% Issue 22
Four-player version of Super Soccer which is slow, confusing and generally crap. Like the original.

SUPER GOAL 33% Issue 18
Definitely the worst SNES footy game. It really will make you sick as a parrot.

SUPER JAMES POND 55% Issue 17
Fairly humorous platformer, but there's some horrendous slow-down and very little challenge.

SUPER KICK OFF 49% Issue 14
Too fast, too wild, and control is too cumbersome. Check out Striker.

SUPER MARIO KART 82% Issue 11
A highly original racing collect 'em up with Mode 7 split-screen tracks. Great fun but not particularly varied.

SUPER MARIO WORLD 98% Issue 4
This game's got it all – graphics, depth, challenge... It's absolutely wonderful!

SUPER NBA BASKETBALL 74% Issue 18
Despite having official NBA backing, this won't grab you if you're not a fan.

SUPER OFF ROAD 53% Issue 7
Weedy cars and samey tracks. Only any good as a head-to-head.

SUPER PLAY ACTION FOOTBALL 53% Issue 11
Far too complex and uncontrollable for novices. Try John Madden instead.

SUPER PROBOTECTOR 88% Issue 9
Unbelievable graphics and out-of-this-world gameplay.

SUPER PUTTY 80% Issue 23
Entertaining and varied platformer, but the controls are awkward.

SUPER R-TYPE 71% Issue 6
Stunning graphics, but let down by shallow gameplay.

SUPER SCOPE 43% Issue 8
The SNES version of the Zapper. Fun for a while but not really worth it.

SUPER SHANGHAI 49% Issue 20
Oriental puzzler that's fun and interesting but not worth more than £5.

SUPER SMASH TV 93% Issue 8
Stupendously brutal, thrilling and rock-hard! An excellent blaster.

SUPER STAR WARS 87% Issue 15
Calling all Han Solos. This isn't very original, but it's a great movie tie-in, with sumptuous graphics.

SUPER STRIKE EAGLE 38% Issue 19
A cross between Afterburner and a flight sim. A nice idea, but sadly it doesn't work.

SUPER SOCCER 80% Issue 6
Great visuals, a choice of teams and flexible controls, but it's unrealistic.

SUPER SUMO 36% Issue 20
Two blobs of lard wobbling about and fighting. That's fun?

SUPER SWIV 83% Issue 16
A classic Super NES top-down blaster. Be warned – it's incredibly tough!

SUPER TENNIS 96% Issue 5
One of the most playable and realistic tennis sims ever!

SUPER TURRICAN 75% Issue 25
A good ol' fashioned slaughter fest, though sadly, a tad unoriginal.

SUPER VOLLEY 26% Issue 19
A two-dimensional volleyball sim with one-dimensional gameplay. Terrible.

SUPER WWF 81% Issue 6
Even if you hate wrestling, this'll wow you. It looks and sounds great.

SYVALION 20% Issue 16
This is utter crap. Don't buy it.

T-2 THE ARCADE GAME 81% Issue 25
A shoot 'em up arcade game which can use mouse or scope.

T-2 JUDGEMENT DAY 31% Issue 26
A complete shambles of a license. Oh dear. Oh dear.

TAZ-MANIA 55% Issue 20
Fast and colourful race game, but it's stupidly tough and soon goes boring.

TECHNO SUPER BOWL 85% Issue 26
Looks basic, but it's seriously playable. Loads a fun!

THE MAGICAL QUEST

STARRING MICKEY MOUSE 81% Issue 13
A graphically stunning game, but the lifespan leaves something to be desired.

THE IREM SKINS GAME 64% Issue 13
Dunno what the title means, but it's just another golf sim, and it's dull.

TERMINATOR 55% Issue 17
An ordinary platform shooter with below-par gameplay. What a waste.

TIMESLIP 55% Issue 24
A platform shooter which, although quite a laugh, hasn't got the gameplay.

TOM AND JERRY 49% Issue 17
What a waste of the licence. Lifeless, poorly designed and unimaginative.

TOP GEAR 93% Issue 9
Fast, furious and fun racer – the best two-player racing game, like, ever!

THE MODE 7 7% Issue 23
Although good, this is basically exactly the same as its predecessor. If you've already got that, it's pointless buying this.

TOTAL CARNAGE 74% Issue 23
Ropey conversion of the excellent coin-op. Speed and graphics aren't really up to scratch.

TOYS 7% Issue 22
This game is utterly devoid of gameplay. Still, the film wasn't much better.

TRODDERS 87% Issue 20
Lemmings with a difference. Simple to pick up and a lot of fun to play.

TRUE GOLF CLASSICS 72% Issue 11
If it's a realistic rather than playable golf sim you're after, give this one a whirl.

TURTLES IN TIME 63% Issue 10
Good-looking and occasionally quite fun, but it won't get the pulse racing.

TURTLES TOURNAMENT

FIGHTER 90% Issue 25
This is the next best thing to SFII Turbo.

ULTIMATE FOOTBALL 71% Issue 22
Arcade-style US footy game which looks good but is too haphazard.

ULTRAMAR 26% Issue 11
Poor animation and an almost total absence of gameplay. Dire.

UNCHARTED WATERS 42% Issue 18
A strategy game with lots of trading and a few bits of dull combat. Very boring.

UN SQUADRON 92% Issue 10
A brilliant blaster. You won't come across a much better horizontal scroller than this.

VIRTUAL SOCCER 68% Issue 24
Basic footy game which lacks finesse. Stick to Sensible Soccer or Striker.

WAYNE'S WORLD 35% Issue 19
A crap movie licence with a complete absence of gameplay.

WARP SPEED 31% Issue 18
A 3D shoot 'em up which is so out of date it just looks silly.

WHEEL OF FORTUNE 17% Issue 20
Tedious, tacky and completely pointless.

WING COMMANDER 89% Issue 14
Blasting flight sim with great graphics and thrilling combat.

WING COMMANDER SECRET MISSIONS 67% Issue 24
Almost exactly the same as the first Wing Commander game. This is basically an overpriced add-on.

WOLFENSTEIN 87% Issue 26
Set in a first-person, 3D maze, this Nazi-bashing extravaganza is absolutely smashing.

WORDTRIS 61% Issue 15
A nicely done puzzler, but it's not exciting or addictive enough.

WORLD CLASS RUGBY 65% Issue 18
Fab two-player mode and lots of teams, but it's too frustrating to play on your own.

WORLD HEROES 55% Issue 24
A very unremarkable fighting game which falls miles short of Street Fighter II.

WWF: ROYAL RUMBLE 83% Issue 19
A better game than the original, with lots of good, straightforward, old-fashioned violence.

XANDRA'S BIG ADVENTURE 41% Issue 18
Cute graphics, but this platformer is very basic and you'll get bored very quickly.

Retro review

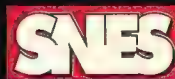
Oo-woo-oo! Cue echoey music and wavy lines as TOTAL takes you on a trip down memory lane, to re-discover some gaming classics...

Alien 3

Players: 1

From: Acclaim

Released: June '93



Alien 3 takes the best bits from three blockbusting movies and then mixes 'em up to form a tasty gameplaying stew.

As far as atmosphere goes, this can't be beaten. The graphics and sound are astonishingly slick, and the animation is fantastically detailed.

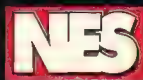
There are six levels of missions to complete. Tasks are varied and include things such as sealing doors, repairing generators, rescuing cocooned prisoners and wiping out nests of eggs. Ripley's tooled up with some brilliant weapons – machine guns, rocket launchers and flame-throwers being among my personal faves.

Micro Machines

Players: 1-2

From: Codemasters

Released: September '92



If you own an NES and don't own Micro Machines, then you have a problem. We're not

talking about a simple Formula 1 thrash along some endless, grey track. No. We're talking about a toy tank zipping around the floor of a toy room. We're talking about a speed boat skimming around a bath tub, dodging plastic ducks, soap and whirlpools. We're talking about screeching over a green-baize pool table before skidding into the pockets. We're talking about racing past a half eaten waffle on a kitchen table.

Tetris

Players: 1-2

From: Nintendo

Released: November '89



So, you thought you'd save yourself a bit of dosh and pick up a Game Boy with Solas instead of the one bundled with Tetris? After all, how much fun can a sliding-block, puzzle game be? No flash graphics or complicated storyline? Tetris. Pah. Who needs it?

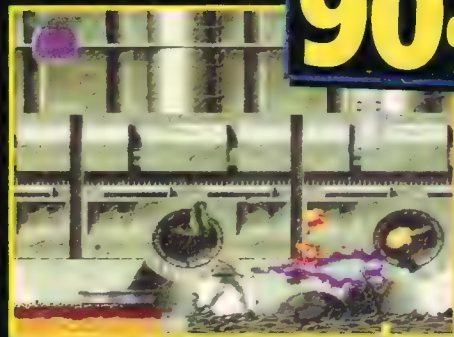
Well, you've made a big mistake. There are only a few games which will bring the TOTAL office to a stand still. Tetris is one of those games.

The concept is simple. Blocks fall from the sky, you rotate and move them to make solid lines. Complete a line and it disappears. As the action heats up, the stack of blocks gets higher and

Alien 3 has three difficulty settings, ranging from Tough to Bloody Impossible and you'll keep going back, even if you've already completed it. I must admit, I loved the whole Alien thang and I love this game almost as much! The best SNES movie license ever.

JAMES

Final score
90%



Yup. That's right, we're talking about one weird game. Micro Machines features some of the fastest graphics and action you'll ever see on the NES, add responsive controls, a vicious two-player option and a bellyful of laffs and you've got a sure-fire winner!

JAMES

Final score
92%

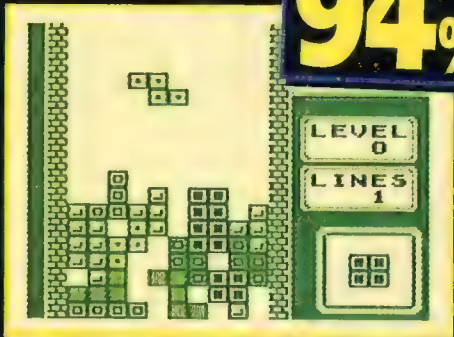


higher. The game finishes when the blocks reach the top of the screen.

If you've got a Link cable, you can also play against a mate. Put simply, Tetris is a joy to behold and play. If you don't own it, then find it, buy it, play it and repent!

JAMES

Final score
94%



CASTLEVANIA 2

90% (Issue 5)

Massive levels and fiendish traps, plus some ghastly, ghoulish graphics. Trouble is, it's a bit too repetitive.

CASTLEVANIA

71% (Issue 7)

Good game, but the early scenery isn't really varied enough. Shame.

MYSTIC QUEST

85% (Issue 27)

Yup, it sure feels like Zelda. A lovely game, but it's lacks the variety of its big brother!



A guide to NES fantasy games

BATTLE OF OLYMPUS

92% (Issue 1)

Plenty of slice 'n' dice action in a good-looking quest that's monstrously huge.

SOLSTICE

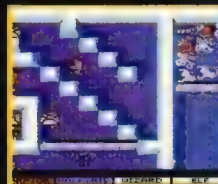
90% (Issue 1)

Over 250 screens of isometric 3D exploration. If you can find it, then this one is a must.

GAUNTLET II

88% (Issue 1)

A near perfect arcade conversion which you can play with the Four Score adaptor. A lovely game.



FAXANADU

88% (Issue 13)

Great to look at, even better to play. This is a big challenge for all adventurers.

DRAGON'S LAIR

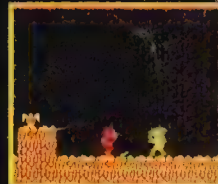
83% (Issue 3)

A bit straight-forward and linear, but it contains intriguing puzzles and amazing animation.

ZELDA II

82% (Issue 3)

Slightly dodgy graphics, but there are enough puzzles to keep you going... And besides, it's Zelda, isn't it?



CASTLEVANIA 3

80% (Issue 7)

This has to be the best of the series on the NES. A meaty beat 'em up with plenty of fantasy atmosphere.

XARDIOM 27% Issue 9 Everything about this platform shoot 'em up is naff. Avoid like the plague.

X-ZONE 70% Issue 16 One of the better Super Scope games, but there's still not much to keep you amused.

YOSHIE'S COOKIE 73%

Issue 23 A Tetris-like puzzle game which is un and challenging.

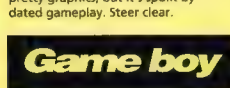
YOSHIE'S SAFARI 69% Issue 23 Fab little racing game with an excellent Super Scope option. Bit too simple, though.

YOUNG MERLIN 78% Issue 25 Walk around a magical landscape collecting stuff. For a long time!

ZELDA III: A LINK TO THE PAST 93% Issue 11 Fantastic adventure that's big, atmospheric, and very tough. A real laster.

ZOMBIES 92% Issue 22 Fab-looking game with addictive blasting and exploring action, lots of humour, too.

ZOO! 49% Issue 26 Uh-oh. Some pretty graphics, but it's spoilt by dated gameplay. Steer clear.



ADAMS FAMILY 52% Issue 7

A tough challenge, but it's all a bit plain. More pukey than oaky.

ADAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 78% Issue 19 Unoriginal platform formula, but it's big, tough, playable and addictive.

ADVENTURE ISLAND 56% Issue 9 Loads of levels and smooth, clear graphics. Unfortunately lame gameplay, though.

ADVENTURE ISLAND 2 40% Issue 19 Dull, samey and easy platformer. You'll finish it in a few days.

THE ADVENTURES OF ROCKY AND BULLWINKLE 39% Issue 13 One of the naftest platform collect 'em ups ever to hit the Game Boy.

ALFRED CHICKEN 85% Issue 17 A classic-looking yet original game, with fab graphics and superb design.

ALIEN 83% Issue 17 Big, eerie and rock 'ard arcade adventure. Much better than the movie.

ALIEN VS PREDATOR 79% Issue 25 A pleasant surprise after all the hassle with the SNES version.

ASTEROIDS 55% Issue 5 The simple but compulsive blaster of old just isn't the same on the Game Boy.

ASTRIX 74% Issue 20 A tough but bland platformer, ruined by the awkward controls.

THE AMAZING SPIDER-MAN 68% Issue 3 Lots of web-throwing and beat 'em up sequences make this moderately fun.

BALLOON KID 76% Issue 3 A cutesy little adventure providing excellent hazard-dodging fun.

BARBIE 45% Issue 21 Pukey plot, over-sensitive collision detection and dull gameplay. Yuck.

BART SIMPSON'S ESCAPE FROM CAMP DEADLY 92% Issue 4 Oh, yes. This one's a real prize. Nicely structured gameplay and lashings of challenge. Addictive, fun - and wow!

BART VS THE JUGGERNAUTS 45% Issue 12 Mildly entertaining at first but then utterly frustrating.

BATMAN 80% Issue 1 A tricky little platform shoot 'em up. Small graphics but speedy action.

BATMAN: RETURN OF THE JOKER 86% Issue 10 Glorious graphics, fab sounds and five tough levels.

BATMAN THE ANIMATED SERIES 89% Issue 24 Superb graphics, sound and gameplay.

BATTLEPILES 23% Issue 14 The Game Boy version of the pen-and-paper game. Boring and pointless.

BATTLETOADS 90% Issue 11 Heaps of variety makes this a real treat for Game Boy arcade fans.

BATTLETOADS IN RAGNAROK'S WORLD 88% Issue 24 A worthy successor to the first game.

BATTLE OF OLYMPUS 90% Issue 19 Big, complex and graphically gorgeous. The best RPG on the 'Boy.

BEST OF THE BEST 38% Issue 18 A unorthodox arcade game that offers barely enough moves.

BILL AND TED'S EXCELLENT GAME BOY ADVENTURE 91% Issue 3 Rush down to the Circle-K and buy this bodacious cart now!

BLADES OF STEEL 60% Issue 6 Disappointing version of a great game. Not really suitable for the Game Boy.

BLUES BROTHERS 74% Issue 10 A tough platformer with slow graphics but big and varied levels.

BLUES BROTHERS 2 61% Issue 27 Bad brothers more like. Sloppy level design and highly frustrating gameplay. Avoid it.

BO JACKSON 76% Issue 22 This cart has a baseball and a US footy game on it, and they're both decent.

BOULDER DASH 89% Issue 3 Superb graphics and lots of tough screens keep this interesting.

BOMB JACK 84% Issue 12 Maybe not sophisticated enough for some tastes, but still great fun.

BOXXLE 69% Issue 9 Looks easy, but the 108 puzzling levels just get harder and harder.

BOXXLE 2 72% Issue 10 Simple but engrossing. You won't find more refined puzzle-solving than this.

BRAIN BENDER 77% Issue 11 A fun and fiendish puzzler with a challenge that will last for ever.

BUBBLE BOBBLE 68% Issue 6 Terrifically addictive platform action. Passwords make it too easy, though.

BUBBLE GHOST 22% Issue 8 Blowing a bubble around a house could have been fun. Sadly, it ain't.

BUGS BUNNY 43% Issue 1 This game has 80 levels, but sadly they're all much the same.

BURAI FIGHTER 84% Issue 4 A beautifully structured eight-way scrolling shoot 'em up which will last.

BURGER TIME DELUXE 71% Issue 8 Possibly a bit too simplistic, but this is still an addictive, if rather odd, platformer.

CASTELAN 75% Issue 8 Simple, frustrating and addictive. Could annoy rather than enthral.

CASTLE QUEST 68% Issue 26 It's a bit like chess, except you've loads of bizarre pieces with funny moves.

CASTLEVANIA ADVENTURE 89% Issue 1 Lovely animation and detailed backdrops make this a real treat for gamers everywhere.

CASTLEVANIA II 90% Issue 5 Not brilliantly original but great fun, with maxive levels.

CAESAR'S PALACE 60% Issue 6 None of the five gambling games here requires enough skill.

CENTURION 68% Issue 5 Basic but tough and addictive. Fun to zap away at now and again.

CHASE HQ 50% Issue 20 Dated and uneventful racer with a cops-and-robbers flavour.

CHOPFLITE II 80% Issue 6 Graphics are unimpressive, but it's an involved game with lots of challenge.

THE CHESSMASTER 90% Issue 1 Snap this up if you can still find it - it's the only chess game you'll ever need!

CHUCK ROCK 50% Issue 26 Fairly tedious platformer where you play a fat neanderthal.

CLIFFHANGER 38% Issue 25 Big simple but compulsive blaster of old just isn't the same on the Game Boy.

COOL WORLD 39% Issue 19 Bizarre puzzle platformer based on the movie. Both are flops.

DAEDALIAN OPUS 45% Issue 5 Challenging, but not exciting enough if you're not into puzzles.

DARKWING DUCK 76% Issue 18 Nice-looking and varied, but the levels are too few and too easy.

DAYS OF THUNDER 73% Issue 4 Smooth(ish) vector graphics, but sadly it ain't that fast. For racing fans only.

DOUBLE DRAGON 27% Issue 4 Slick enough to keep you amused if you want yet another beat 'em up.

DOUBLE DRIBBLE: FIVE ON FIVE 33% Issue 20 Confusing basketball sim with few good points.

DRACULA 80% Issue 22 A big and challenging game, but the jerky scrolling is off-putting.

DRAGON'S LAIR 79% Issue 3 Some of the best Game Boy graphics you'll ever see. Hard but playable.

DR FRANKEN 91% Issue 5 Beautiful platform adventure with detailed graphics. Flippin' brilliant!

DR FRANKEN 2 89% Issue 20 Huge platform adventure with great graphics, but spoiled by bad controls.

DR MARIO 64% Issue 1 Even with the inimitable Mario, this eventually gets pretty dull.

DROPTONE 79% Issue 15 Loses summit on the 'Boy, but still a stiff challenge for shootin' freaks.

DUCK TALES 78% Issue 2 A snazzy little collect 'em up with a duck theme and good control.

DUCK TALES 2 55% Issue 24 A playable platformer, but it's too easy and too similar to the original.

DYERBASTERS 93% Issue 2 With four games in one cart this offers terrific value for money.

EDD THE DUCK 80% Issue 21 Standard platform game, but a very playable and good-looking one.

EMPIRE STRIKES BACK 80% Issue 17 It's not quite as good as Star Wars, but it's still a decent and challenging platformer.

F-1 POLE POSITION 79% Issue 26 Not a bad racing game, but it's pricey if you want four players.

F1 RACE 88% Issue 1 Loads of courses, four-player link-up and fast graphics make this a corker.

F-15 STRIKE EAGLE 78% Issue 15 Frantic seat-of-the-pants combat, but not enough depth or variety.

F-15 STRIKE EAGLE 2 78% Issue 5 Graphics you could frame and addiction you could bottle.

FELIX THE CAT 49% Issue 25 An absolutely crap platformer which is a doddle to complete.

FERRARI GRAND PRIX CHALLENGE 63% Issue 11 All the usual racing stuff but nothing new.

THE FIDGETITS 77% Issue 24 Tough puzzly platformer with nice, cute sprites.

FINAL FANTASY: LEGEND 37% Issue 25 Good, but routine RPG which doesn't match Zelda.

FIREFIGHTER 79% Issue 21 Original platformer. Dodgy graphics, but the action makes up for it.

THE FLASH 74% Issue 17 Not much action, but this is enjoyable and challenging.

THE FLINTSTONES 53% Issue 18 This cartoony platformer is very neat, but it's got one flaw - it's far too easy.

FOOTBALL INTERNATIONAL 70% Issue 8 A second-division game. With only one player it gets dull very quickly.

FORTIFIED ZONE 68% Issue 4 With only four short levels this mazy blaster won't entertain for long.

FORTRESS OF FEAR 84% Issue 2 A platform collect 'em up with good gameplay but no passwords.

GARFIELD 45% Issue 22 Garfield is a pretty cool dude but this platform puzzler is bland and unimaginative.

GARGOYLE'S QUEST 76% Issue 3 Variety, challenge and good looks. This needs brainpower and reflexes.

GAUNTLET 2 41% Issue 3 A faithful conversion, but it's a bit of a pain on the small screen.

GEAR WORKS 65% Issue 27 A limited puzzler which is never going to compete with the likes of Tetris.

GEORGE FOREMAN'S KO BOXING 20% Issue 14 What can we say? Er... 'Don't buy it'!

GHOSTBUSTERS 2 85% Issue 4 Slick gameplay, and controlling two characters at once makes it different.

GOAL 80% Issue 24 Titchy players and awkward controls make this footy sim very little fun to play.

GOLF 92% Issue 1 Everything you could ask for is here, including two-player link and battery.

GREMLINS 28% Issue 2 Great graphics and fun gameplay. Tough but well worth the aggro.

HAL WRESTLING 28% Issue 10 A truly crap wrestling game. You can't even tell the players apart.

HARMONY 69% Issue 11 A tough game, with original puzzling gameplay. Maybe a bit too hard, though.

HIT TRIP 50% Issue 13 At first this ice hockey sim seems okay, but after a while it gets deathly dull.

HOME ALONE 38% Issue 4 Wander around an empty house and bash a burglar every half hour. Dull.

HOME ALONE 2 57% Issue 16 Slightly better than the Super NES game, but much too easy.

HOOK 88% Issue 6 Fast, smooth graphics and excellent gameplay. Loads of fun.

HUDSON HAWK 35% Issue 10 Looks nice, but the boring gameplay won't last for more than an hour.

HURDLES 60% Issue 23 Boring and slow Lemmings rip-off. It's big and cute, but don't bother.

HUNT FOR RED OCTOBER 40% Issue 5 Loads of levels which look the same, but not much like the film.

HYPER LOPE RUNNER 84% Issue 2 Classically simple platformer. Sad graphics but huge playability.

ISHIDO 68% Issue 5 Fun to begin with, but there's not really enough variety here to last.

JOE 'N' MAC 75% Issue 14 If you're after some raw challenge, this little monster will keep you going.

JORDAN VS BIRD 71% Issue 11 This three-in-one basketball sim can prove lksome at times, but generally it's good fun.

JURASSIC PARK 70% Issue 23 Smart enough collect 'em up, but spoiled by some dreadful touches.

KID DRACULA 80% Issue 18 Cute platformer aimed at a younger market but still worthwhile for oldies.

KID KARUS 68% Issue 11 An engaging little platformer, but it's all a bit samey. You'll soon get bored.

KILLER TOMATOES 79% Issue 9 A silly scenario but quite a fab game. Big levels and dodges of action.

KIRBY 87% Issue 1 Entertaining and fun ball-rolling, bash 'em up. Cute-looking game with masses of playability.

KIRBY'S DREAMLAND 39% Issue 12 An original idea, and it looks pretty, but it's far too easy. Shame.

KIRBY'S PINBALL 92% Issue 26 I love it. The best pinball game on the Game Boy. Three big tables of flip-screen fun.

KRUSTY'S FUN HOUSE 84% Issue 13 A well-done puzzler with simple design but tons of gameplay.

KWIRK 78% Issue 1 Fiendishly hard but incredibly playable puzzler.

LABYRINTH 95% Issue 23 Simple and unoriginal, but still playable, fast and fun.

LAST ACTION HERO 59% Issue 25 Platform beat 'em up featuring good visuals and crap gameplay.

LAWNMOWER MAN 85% Issue 25 Enjoyable licence with loads of sub-games and amazing 3D graphics.

LETHAL WEAPON 41% Issue 18 A beat 'em up with poor control and boring action. More like Water Pistol, if you ask us.

LEMMINGS 90% Issue 14 The graphics are a bit dodgy, but this is still as fun and addictive as ever.

THE LITTLE MERMAID 45% Issue 17 This swinish puzzle game is too easy and too cute for all but the youngest players.

LOONY TUNES 80% Issue 13 Annoying scrolling levels, but brilliant animation and great action.

MCDONALDLAND 66% Issue 14 Fun for a while, but frustrating in the long run and desperately unoriginal.

MARBLE MADNESS 31% Issue 4 Graphically great and very playable, but it's too small and too dated.

MARIO AND YOSHI 80% Issue 15 Fantastically simple, but guaranteed to draw you in and not let you go.

MAX 57% Issue 14 An average platformer with some nice ideas but disappointing graphics.

MEGA MAN 33% Issue 16 A challenging blast which is nothing new but still addictive and fun.

MERCENARY FORCE 54% Issue 9 Tough, different but ultimately tedious scroly left-righty game.

METROID 26% Issue 8 Too big, empty and bland. Not enough action.

MIKEY MOUSE/BUGS BUNNY 28% Issue 14 Yes, they're the same game. A pretty and fairly varied platformer which is sneakily addictive.

MICKEY'S DANGEROUS CHASE 38% Issue 9 A non-eventful, sad excuse for a platformer.

MINER 2049ER 25% Issue 18 Primary-school graphics and probably the worst gameplay ever on the GB.

MISSILE COMMAND 49% Issue 7 Poor control method and lame visuals mean this falls short of the target.

MONSTER MAX 90% Issue 26 Rare have produced a great 3D adventure. This is a very special game.

MORTAL KOMBAT 59% Issue 21 Nice try, but let down by animation and controls.

MOTOCROSS MANIACS 91% Issue 6 Fast 'n' furious action makes this rare 'em up totally addictive.

HOUSETRAP 47% Issue 13 Sad platformer (starring Mickey Mouse) with an uncontrollable character and repetitive gameplay.

MR DO 80% Issue 10 High-perfect conversion of the highly addictive and cerebral maze-muncher.

MUHAMMAD ALI BOXING 45% Issue 27 Nice looking game, which is spoilt by shallow gameplay.

MYSTERIUM 79% Issue 11 Adventure-cum-maze game with added shooting which works well.

MYSTIC QUEST 85% Issue 27 If you liked Zelda, then you'll love this fantasy RPG.

NAI 'N' SCALE 32% Issue 10 A tedious puzzle game which is more annoying than challenging.

NAVY SEALS 79% Issue 2 Run-along-and-shoot 'em up with good blasting gameplay.

NBA BASKETBALL 35% Issue 20 Nobby basketball sim that's unlikely to thrill even hardened fans.

NEMESIS 92% Issue 2 If you like classy blasters then add this one to your collection immediately.

NEMESIS 2 93% Issue 12 Just as brilliant as its predecessor. Tough, but intensely playable.

NIGEL MANSELL 73% Issue 23 Some good graphics and gameplay, but too realistic to be any fun.

NINTENDO WILD CUP 64% Issue 1 More oddball than football. This game looks interesting but, sadly, lacks excitement.

OTHELLO 92% Issue 2 Wipes the dust off the ancient board game and brings it bang up to date.

OUT TO LUNCH 50% Issue 25 Dodgy and badly repetitive platform collect 'em up.

PACMAN 51% Issue 7 Basic gameplay and fiddly control. Things ain't what they used to be.

PARK 78% Issue 24 Conversion of the bubble-bursting sim, with 40 levels and a two-player option.

PAPERBOY 77% Issue 3 This game gets a lot of fans. Dunno why - it's as dull as the Sunday Times.

PAPERBOY 2 50% Issue 10 Virtually identical to the first game and just as lame.

PARASOL STARS 92% Issue 11 Don't let the rutesy graphics fool you - this arcade game's tough and very, very playable.

PARODIUS 33% Issue 10 A standard shooter at heart, but it looks fab and a plenty of fun.

PINBALL DREAMS 32% Issue 23 Oh dear. Lousy graphics, lame gameplay and only three tables.

PIT FIGHTER 27% Issue 10 This has a massive five opponents and a grand total of three fighters. Hmm.

POPEYE 28% Issue 15 Honest little platformer with no frills but fast graphics and good gameplay.

POPULOUS 70% Issue 19 A good attempt, but too awkward and too complex for the 'Boy.

POP-UP 61% Issue 14 Basic, five-minutes-at-a-time puzzle game, but poorly enjoyed in its own way.

POWERPAWS 34% Issue 20 Unoriginal and easy puzzle game with lots of tedious block-shifting action.

STARHAWK 65% Issue 19 Same blasting formula as Nemesis, but with nowhere near the same excitement. **STAR SAVER 34%** Issue 7 Tedious game with weedy visuals and formulaic gameplay. **STAR TREK 57%** Issue 10 This has loads of levels and nice graphics, but the gameplay's lame. **STAR WARS 80%** Issue 12 Big and tough, just like the NES shooter. **SUPER HUNCHBACK 90%** Issue 7 Brilliantly animated platformer with dreamy gameplay and loads of extras. **SUPER KICK OFF 77%** Issue 6 Quite simply the best footy game available for the Game Boy. **SWAMP THING 21%** Issue 14 Poor excuse for a platformer, despite its environmental message.

SUPER MARIO LAND 94% Issue 1 A cracking play, with all the class of its full-size counterparts. **SUPER MARIO LAND 2 70%** Issue 12 This has all the usual Mario stuff, but it's not really up to scratch. **SUPER OFF ROAD 16%** Issue 13 Even weaker than the SNES game. Slow, unresponsive and frustrating. **SUPER RC PRO-AM 87%** Issue 1 Great fun for four players but gets tiresome if you're on your own. **TAIL 'GATOR 86%** Issue 11 A brilliant little arcade platformer.

The levels are varied and it looks ace. **TALE SPIN 63%** Issue 18 A shoot 'em up featuring Baloo the bear. Fun for a while but soon gets boring. **TAZ-MANIA 55%** Issue 24 A load of old tat. It's virtually identical to Edd the Duck, but not as good. **TECMO BOWL 62%** Issue 22 Good-looking American footy sim which is too haphazard to be fab. **TENNIS 90%** Issue 1 Superb control and perfect graphics. You'll never pick up a racquet again! **T2: THE ARCADE GAME 71%** Issue 13 If you can ignore the samey-ness you'll love the action-packed mayhem here.

TERMINATOR 2 80% Issue 3 A neat game with spiffy graphics and all the best bits from the film. **TESSERAIE 80%** Issue 24 Fiendish puzzler with echoes of Othello. Three levels and nine different boards. **TINY TOONS 2 86%** Issue 26 Great graphics. The early stages are naff, but the later ones more than make up for 'em. Good stuff! **TINY TOWN ADVENTURES 89%** Issue 9 A very playable platformer with some of the cutest graphics ever. **TIP OFF 78%** Issue 13 This is an unoriginal basketball sim, but it does the job.

TTT: THE FOX 71% Issue 16 An average platformer, but the two-player link-up option is nice. **TOM AND JERRY 65%** Issue 24 Tragic waste of a licence. Tom and Jerry actually co-operate! **TOP GUN: CUTS AND GLORY 60%** Issue 15 Easy to learn, with loads of missions but poor air combat. **TOTAL CARNAGE 61%** Issue 24 Even more disappointing than the Super NES conversion.

TOP RANKING TENNIS 92% Issue 21 Not as jolly as GB Tennis, but it has the edge in terms of gameplay. **TRACK AND FIELD 64%** Issue 20 Decent version of the classic athletics sim, but only for button-bashing fans. **TRACK MEET 64%** Issue 9 Well-designed athletics sim which has nothing new to offer but is still fun. **TRAX 32%** Issue 10 A blaster with almost no action. Sad. **TUMBLEPOP 30%** Issue 20 Dull platformer with a dodgy storyline. Get Rodland instead.

TURN AND BURN 80% Issue 15 A feature-packed, realistic flight sim with clean and detailed graphics. **TURRICAN 79%** Issue 5 Massive and very challenging shoot 'em up. Almost as slick as on the NES. **TURTLES: FALL OF THE FOOT CLAN 91%** Issue 1 A great beat 'em up, especially if you're a Turtles fan.

TURTLES 2: BACK FROM THE SEWERS 84% Issue 6 A fine sequel to the first game, with more variety and a tougher mission. **TURTLES 3: RADICAL RESCUE 78%** Issue 25 Smart scrolling beat 'em up. Big and bee-yoo-tiful. **ULTIMA 84%** Issue 12 It's a bit too easy to die, but this is a huge RPG which you'll want to finish. **WAVE RACE 70%** Issue 16 Not the best racer ever, but the addition of water makes it interesting.

WORDTHIS 44% Issue 16 A poor imitation of Tetris, but with words. **WORLD CIRCUIT SERIES 75%** Issue 9 A good, playable racing sim. The F1 tracks are fiendishly hard. **WWF SUPERSTARS 49%** Issue 4 Beautiful graphics and heaps of neat moves, but it's far too easy. **WWF SUPERSTARS II 44%** Issue 11 This has nothing new and is ridiculously uncontrollable. **XENON 2 69%** Issue 13 A polished conversion of a classic shooter, but it's looking dated now.

YOSHI'S COOKIE 73% Issue 23 Quite fun to play for an hour or so, but it's just another puzzle game. **ZELDA IV 97%** Issue 23 Yes, yes, yes! If you don't own a Game Boy, this is the game to buy it for! **ZEN, THE GALACTIC WARRIOR 63%** Issue 19 A horizontally scrolling beat 'em up with nice graphics and okay sounds but iffy gameplay. **ZOO 60%** Issue 24 Lame Amiga-esque platformer which is simply not good enough for Nintendo.



4-PLAYER TENNIS 52% Issue 10 A few new ideas, but it's ruined by bad controls and collision detection. **A BOY AND HIS BLOW 55%** Issue 2 Original, with nice backdrops, but it's too slow and lacks action. **ACTION IN NEW YORK 69%** Issue 12 A tasty blaster, similar to Protobooter but with only five levels. **ADAMS FAMILY 55%** Issue 7 Playable at first but marred by poor collision detection and too-easy levels. **ADAMS FAMILY: PUGSLEY'S SCAVENGER HUNT 74%** Issue 18 Much more playable than the first game, but still not tough enough. **ADVENTURE ISLAND II 57%** Issue 9 Loads of levels, but it's too simplistic and doesn't have enough going on.

ALFRED CHICKEN 80% Issue 23 A good, solid platform game, with plenty to do and see, nice graphics and just enough challenge. **ATP STEALTH 21%** Issue 17 A flight sim with very little variety and nothing to offer. Monotonous stuff. **BAD DUDES 39%** Issue 13 Yes, a bad beat 'em up - bad sounds, bad animation and bad gameplay. **BARBIE 19%** Issue 20 Even Barbie fans will get no enjoyment from this. Absolutely appalling stuff. **BART VS THE WORLD 67%** Issue 8 A tough platformer with five massive levels and lovely backdrops. **BARTMAN VS. RADIOACTIVE MAN 67%** Issue 18 Lots of variety and a huge challenge, but it can become frustrating.

BATMAN 81% Issue 1 A tough platformer with five massive levels and lovely backdrops. A must. **BATMAN RETURNS 48%** Issue 15 A run-of-the-mill platformer that lacks inspiration and imagination. **BATMAN: RETURN OF THE JOKER 64%** Issue 12 Luscious graphics and lots of variety, but it's sluggish and unresponsive. **BATTLEDOGS 92%** Issue 11 Tough, amazing-looking arcade that sets new standards for the NES. **BATTLEDOGS VS DOUBLE DRAGON 90%** Issue 24 Excellent scrolling beat 'em up with loads of variety and great graphics.

BATTLE OF OLYMPUS 92% Issue 1 A truly engaging and highly playable quest with lots to discover. **BAYOU BILLY 22%** Issue 4 An awful mixture of ripped-off game styles. The worst Zapper game ever. **BEONIC COMMANDO 63%** Issue 13 Not awful, but hasn't got the playability of the arcade original. **BLADES OF STEEL 75%** Issue 27 A highly playable ice hockey sim which will keep you going for months. **BLASTER MASTER 71%** Issue 6 Neat graphics and lots of exploring, but no passwords and it goes on a bit. **BLUES BROTHERS 30%** Issue 12 Tough, mazy platformer with big, varied levels, but its looks let it down. **BLUE SHADOW 74%** Issue 4 A slick platform hack 'em up. Great backdrops and varied enemies.

BOULDERDASH 90% Issue 1 Addictive and challenging diamond-collecting, Boulder-dodging action. **BUBBLE BOBBLE 80%** Issue 1 Frantic, addictive platform action. An almost perfect arcade conversion. **THE BUGS BUNNY BIRTHDAY BLOWOUT 31%** Issue 4 Jerky scrolling, crap graphics and dull levels. Not a good bet. **BUCKY O'HARE 85%** Issue 16 The difficulty levels a bit patchy, but it's a huge, great-looking platformer.

BURAI FIGHTER 77% Issue 16 A solid blaster with a good mix of mindless blasting and tactical play. **CAPTAIN PLANET 70%** Issue 3 A scrolling shoot 'em up with brilliant animation and a varied challenge. **CAPTAIN SKYHAWK 83%** Issue 1 A superb blast 'em up with smooth graphics and frantic action. **CASTELIAN 71%** Issue 8 Frustrating but enjoyable climb 'em up. Difficult yet compulsive. **CASTLEVANIA 71%** Issue 7 A big, fun game, although you may find the gameplay a little repetitive. **CASTLEVANIA II 61%** Issue 7 More adventure than the first game, but still pretty repetitive.

CASTLEVANIA III 80% Issue 7 The best of the Castlevania series. A meaty beat 'em up with lots of action. **CAVEMAN NINJA 67%** Issue 4 Looks good but plays bad. Repetitive and badly structured. **CHALLENGER DAVE RESCUE RANGERS 81%** Issue 4 Great graphics and fun gameplay. A bit too easy, though. **COOL WORLD 33%** Issue 18 Who would have thought it possible? This is even worse than the dire film. **COSMIC SPACEHEAD 91%** Issue 24 Tough platform puzzler which looks great and plays well. **CRASH DUMMIES 71%** Issue 19 Nice graphics, but the action is unimpressive and the big levels are a drag. **CRACKOUT 22%** Issue 8 Classic Breakout style, but bad design and stupid additions make it tedious.

DARKSTAR DICK 62% Issue 23 Polished cart with some rewarding gameplay, but there're only four levels. **DAVS OF THUNDER 61%** Issue 13 Clever view of the track, but all the races are very boring. **DEFENDER OF THE CROWN 71%** Issue 1 A complex quest which looks interesting but doesn't quite work. **DEFENDERS OF DYNATRON CITY 37%** Issue 12 Basic, boring and cruddy all round. **DIE HARD 78%** Issue 7 Looks tatty, but there's a neat game inside. Realistic and engrossing.

DIGGER T ROCK: THE LEGEND OF THE LOST CITY 58% Issue 1 Colourful graphics and slick animation, but it's deathly dull. **DISNEY'S ADVENTURES 44%** Issue 10 A collection of five badly done sub-games. Basic and glitchy. **DIZZY 90%** Issue 12 Massive, good-looking arcade adventure. Lots of variety, lots of challenge. **DRACULA 60%** Issue 22 Smart graphics and animation, but it's too easy and too unoriginal. **DRAGON'S LAIR 83%** Issue 3 A bit straightforward, but intriguing puzzles and amazing animation. **DONKEY KONG 40%** Issue 5 Two ancient platform games which are showing their age a bit now. **DOUBLE DRAGON II 43%** Issue 14 More dull beat 'em up 'action' from the dull Double Dragon team. **DOUBLE DRAGON III 36%** Issue 11 It's tough, but you'll get bored before you finish it. Repetitive and unoriginal.

DOUBLE DRIbble 67% Issue 27 Simple basketball sim that's enjoyable, but lacks variety. For big fans only. **DROPOZONE 90%** Issue 14 An oddie, but it's a frantic mega-blast and ideal for a swift pick up 'n' play. **DUCK HUNT 43%** Issue 4 A mildly fun Zapper game. Okay if you get it free with the Action Set but don't buy it separately. **DUCK TALES 69%** Issue 2 Unoriginal, but playable title, with good animation and a beak-full of groovy characters. **DUCK TALES 2 55%** Issue 2 A fun playable platformer, which you will complete in an evening. Pity. **DYNABLAST 90%** Issue 13 Probably the best multi-player game you'll ever see on the Game Boy - simply unmissable!

ELIMINATOR BOAT DUEL 56% Issue 17 Two-player racer which is fun for a while but ultimately boring. **ELITE 96%** Issue 11 This shooting explore 'em up is old but ace. Huge, absorbing and tough. **EMPIRE STRIKES BACK 85%** Issue 12 Just a platformer at heart, but it's big, good-looking and fun. **FAXANADU 88%** Issue 13 Zelda-type adventure full of little puzzles. Great to look at and play. **F-15 STRIKE EAGLE 56%** Issue 9 An okayish flight sim, but the graphics and sound are unspectacular.

FERRARI GRAND PRIX CHALLENGE 61% Issue 9 Some nice ideas but the awkward controls make it too unplayable. **FESTER'S QUEST 14%** Issue 22 A very shoddy game in which you wander around doing very little. **FIREHAWK 80%** Issue 22 Challenging and strategic shoot 'em up, but let down by its graphics. **THE FLINTSTONES 46%** Issue 10 Lovely graphics, but the finicky gameplay makes it too frustrating. **GALAXY 5000 52%** Issue 7 Futuristic race and blast 'em up which is absorbing but too hard to control. **GARGOYLE'S QUEST 2 82%** Issue 26 Full colour version of the Game Boy classic. Feels like a SNES game.

GAUNTLET II 88% Issue 1 Smooth scrolling and over 100 levels. An almost perfect conversion of the arcade game. **GEORGE FOREMAN'S KO BOXING 51%** Issue 15 Looks old and doesn't have enough oomph to compete. Very basic stuff. **GHOSTBUSTERS II 52%** Issue 5 Some decent graphics and varied opponents, but it's far too easy.

GHOSTS 'N' GOBLINS 58% Issue 20 More of an endurance test than a game of skill. Leave well alone. **GOAL! 39%** Issue 1 Lousy graphics, confusing gameplay and slow action. **GODZILLA 10%** Issue 8 How shall we describe this? Ah yes. Crap, crap, crap, crap and End. **GOLF 70%** Issue 21 Crude and conventional sim which is easy to play and good for a laugh. **GREMLINS II 73%** Issue 5 Challenging platform shoot 'em up. Graphics are great, gameplay less so. **GUINSHOE 75%** Issue 4 More like a Mario game than a Zapper one. Fun, but a bit too weird. **HAMMERIN' HARRY 58%** Issue 14 Looks nice and plays well, but it's unoriginal and far too easy. **HIGH SPEED 47%** Issue 8 A pinball game with messy visuals and frustrating gameplay. Very limited.

HOGAN'S ALLEY 64% Issue 4 Point 'n' shoot action which is fairly entertaining but lacks variety. **HOME ALONE 61%** Issue 16 Looks a real dud at first, but once you get into it you'll find it's quite fun. **HOOK 84%** Issue 6 A neat movie licence with sweet gameplay and bright, clear graphics. **HUNT FOR RED OCTOBER 32%** Issue 7 This shooter gives you lots of weapons, but it's too slow. **IKARI WARRIORS 59%** Issue 20 Tough shoot 'em up which is too badly designed to be any fun.

IRON SWORD 79% Issue 13 Aka Wizards & Warriors 2, this has great animation but is too frustrating. **ISOLATED WARRIOR 72%** Issue 1 Fast, furious 3D-ish shooter. Good fun, but the levels drag on a bit. **IVAN 'IRON MAN' STEWART'S SUPER OFF ROAD 54%** Issue 1 Far too easy, but this dirt-track racer is still great fun with friends. **JACK NICKLAUS GOLF 57%** Issue 4 Detailed views and loads of features, but it's too inaccurate. **JACKIE CHAN ACTION KUNG FU 60%** Issue 7 Smooth and smart-looking, but the action is too simplistic. **JAMES BOND JR 79%** Issue 17 Nice graphics and a huge game area, but it's not challenging enough. **JIMMY CONNORS TENNIS 62%** Issue 25 Fast and fluid tennis sim, which is, sadly, way too difficult. **JURASSIC PARK 79%** Issue 23 A nice-looking game which is quite fun to play but a bit slow in places. Not brilliant but not bad either.

KABUKI QUANTUM FIGHTER 71% Issue 13 Nifty graphics, but the levels are badly designed and it's all rather average. **KIKKE CUBICLE 62%** Issue 4 This novel puzzler has great graphics and sound but it's a bit easy. **KICK OFF 93%** Issue 4 Playable, challenging and fast. Even if you're not into football this really is a remarkable game. **KIRBY'S ADVENTURE 53%** Issue 23 Lovely-looking platformer with loads of sub-games which, tragically, is far too easy. **KONAMI HYPER SOCCER 83%** Issue 6 Fast and fun, with a good two-player game, but it's a bit easy. **KUNG FU 36%** Issue 13 Tedious beat 'em up with naff controls and lots of walking along.

LEARNINGS 85% Issue 11 The world's most sadistic puzzle game hits the NES, and it's as addictive and fun as ever. **LETHAL WEAPON 50%** Issue 18 Bad animation and clumsy gameplay. Really second-rate stuff. **LIFEFORCE SALAMANDER 84%** Issue 21 Lovely scrolling shoot 'em up which is really fast and frantic. **LITTLE NEMO 77%** Issue 8 This fun cartoony arcade adventure may be cute, but it's as hard as nails! **LOLO 65%** Issue 8 A decent, challenging puzzler, but it lacks character and is a bit colorless.

LOVE & MARE 94% Issue 2 A huge, playable and ingenious game, with vast levels and beautiful graphics. Get it! **MAMAK MANSION 83%** Issue 3 Fun graphics and clever puzzles make this adventure game very playable. **MARBLE MADNESS 56%** Issue 2 An excellent graphic conversion, but with only six levels it's too restricted. **MARIO AND YOSHI 66%** Issue 15 A decent enough puzzler, but it lacks that all-important addictive edge. **MAXIVISION 5 27%** Issue 10 What a load of rubbish! There are 15 games there and they're all crap. **McDONALDLAND 77%** Issue 13 This isn't a particularly original platformer, but it looks okay-ish and it's quite playable.

MEGA MAN 68% Issue II An extremely tough platform shooter, with no password system. Beware! **MEGA MAN 2 83%** Issue 6 Not as tough as the first Mega Man, and better all round. Bright, funny and really rather good.

MEGA MAN 3 87% Issue 10 Better still. Tough gameplay, smooth graphics and lots of baddies. **MEGA MAN 4 88%** Issue 22 Yet another MM game, and this one's the best-designed and most playable yet. **METROID 66%** Issue 20 A big platformer arcade romp that would last you a good while if it wasn't so dull. **MICRO MACHINES 92%** Issue 9 This mini-race's fast and fun, with realistic gameplay and brilliant handling. **MIG 29 70%** Issue 21 Challenging cart with two game styles. Fairly fun but too limited. **MISSION IMPOSSIBLE 79%** Issue 4 There's lots of fun to be had with this spy sim if you persevere. **MONSTER IN MY POCKET 69%** Issue 15 It's got the looks, it's got the gameplay, but where's the challenge? **NES OPEN GOLF 86%** Issue 10 Doesn't break any new ground, but manages to be both fun and realistic.

NEW ZEALAND STORY 93% Issue 5 A running arcade conversion from Ocean Blinkin' lab! **NOAH'S ARK 86%** Issue 16 Non-stop action, huge levels and loads of monsters. A superb platform shooter. **NORTH AND SOUTH 74%** Issue 12 Patchy graphics, but this Civil War game is varied and enjoyable. **OPERATION WOLF 36%** Issue 10 A crap lightweight game which is irritating as well as boring. **PAPERBOY 2 50%** Issue 14 Unoriginal, uncontrollable and badly programmed. On, and boring.

PAROLE STARS 91% Issue 13 Cute, addictive and tough. This great platformer will soon get you hooked. **PIRATES 85%** Issue 16 Atmospheric strategy game that will keep you playing for ages. **PRINCE OF PERSIA 35%** Issue 15 Shoddy animation and awkward controls. Looks very dated now. **PRINCE VALIANT 59%** Issue 14 Mildly engaging for a while, but ultimately too primitive and awkward. **PROBOTOCTOR 85%** Issue 4 The NES version of the classic Contra. A frantic and challenging shooter. **PROBOTOCTOR II 91%** Issue 14 A superb shoot 'em up which is tough, action-packed and well-looking.

PUNCH OUT 74% Issue 11 One of the better NES boxing sims, but too basic and simple. **RAD GRAVITY 74%** Issue 14 Looks a bit drab, but it's an intriguing platformer with loads of variety. **RAD RACER 66%** Issue 9 Not bad, but spoiled by average graphics and repetitive gameplay. **RAINBOW ISLANDS 92%** Issue 5 Near-perfect gameplay and brilliantly judged difficulty. Wonderful stuff! **RESCUE: THE EMBASSY MISSION 48%** Issue 5 Sniping, abseiling and loads of tip-toeing around, but boy is it dull. **RC PRO-AM 62%** Issue 15 A weird game which plays really well but lacks depth.

RC PRO-AM II 76% Issue 17 A racer which can be fun for four players but doesn't involve much skill. **ROAD FIGHTER 44%** Issue 6 Addictive and fun, but looks awful and is far too primitive. **ROBIN HOOD 63%** Issue 14 An RPG-type explore 'em up with minor puzzles and major filler. **ROBOCOD 56%** Issue 20 One of the better versions, but it's still far too shallow and straightforward to be on anyone's shopping list. **ROBOCOP 66%** Issue 2 A fun stomp-and-blast 'em up, but it's too easy and lacks longevity.

ROBOCOP 2 79% Issue 10 A brilliant platform shooter, but with infinite continues it's far too easy. **ROBOCOP 3 88%** Issue 13 A tough but intelligent game - brute force is not a good tactic here! **ROBOWARRIOR 21%** Issue 23 A complete waste of time. This game is so dated it should be extinct. **ROLLER GAMES 72%** Issue 2 A good mixture of jumping and punching. Not brilliant, but fun. **RUSH 'N' ATTACK 65%** Issue 22 A decent platform beat 'em up, but it's looking a bit crusty now. **RYGAR 79%** Issue 20 Huge, playable and action-packed arcade platformer, but it's possibly too easy.

SECTION 2 42% Issue 22 Conventional space shoot 'em up with repetitive gameplay. **SHADOWGATE 74%** Issue 2 Taxing puzzles and plenty of places to visit. It's just a shame you keep dying. **SHADOW WARRIORS 47%** Issue 3 Huge levels and varied graphics, but frustrating and awkward to control. **SILENT SERVICE 75%** Issue 18 A good conversion of a fab strategic sim, but not quite right for the NES. **THE SIMPSONS: SIMPITY VS THE SPACE MUTANTS 75%** Issue 18 Lots of humour, but it's tough and there are no passwords.

SKATE OR DIE 52% Issue 27 This has five sub-games, but none of 'em are any good and some really stink.

SKI OR DIE 53% Issue 2 Just like Skate Or Die - except there's more white in it. **SMASH TV 82%** Issue 3 Lots of baddies make this a frantic blaster, but it's too repetitive in the long run. **SNAKE, RATTLE 'N' ROLL 90%** Issue 1 Cracking 3D scrolling collect 'em up with pretty graphics. **SNARK REVENGE 44%** Issue 6 Quite fun to begin with but gets mighty dull after a while. **SOLAR IETMAN: HUNT FOR THE GOLDEN WARSHIP 92%** Issue 1 This shooting explore 'em up is one of the best of its kind. **SOLOMON'S KEY 89%** Issue 21 Classic platform puzzler with detailed, colourful graphics and 50 screens. **SOLSTICE 90%** Issue 1 Lovely graphics and slick gameplay make this vast 3D adventure well worth playing.

SPIDER-MAN: RETURN OF THE SPINSTER SIX 67% Issue 15 Not very fast, frantic or, er, thrilling. There are loads of better platformers. **SPY VS SPY 69%** Issue 23 Classic game which will soon get boring. **STREET GANGS 61%** Issue 12 An odd-looking and unspectacular beat 'em up with a few good touches. **SUPER ADVENTURE QUESTS 69%** Issue 19 Four games in one, but only one of them is any good. **SUPER MARIO BROS. 2 79%** Issue 5 More varied than the first Mario game but not as good as SM83. **SUPER MARIO BROS. 3 98%** Issue 1 The most stunning platform game your NES will ever see!

SUPER SPORTS CHALLENGE 63% Issue 17 Good-value four-in-one sports game. Basic, but fun for two players. **SWORDS & SERPENTS 82%** Issue 2 Bland scenery, but the animation and action make up for it. **SWORD MASTER 22%** Issue 7 Probable the most boring NES game ever. Indescribably dreary. **TALE SPIN 59%** Issue 14 Cute and colourful graphics, but it's too fiddly. **TERMINATOR 2 74%** Issue 3 A spiffy little game-of-the-film. Good platform beat 'em up action. **TIME LORD 43%** Issue 1 Five levels of puzzle-solving, time-travelling tedium. Blinkin' awful.

TINY TOON ADVENTURES 88% Issue 9 A brilliant conversion - this is even more fun than the cartoons. **TO THE EARTH 82%** Issue 4 A proper 3D shooter - but with a Zapper. Best lightweight game around. **TOM AND JERRY 67%** Issue 11 An unoriginal and uninspired platformer. (And where's Tom?) **TOP GUN 69%** Issue 14 Not a techy flight sim but a simplistic shoot 'em up. Fun, but not for long. **TOP GUN: THE SECOND MISSION 66%** Issue 1 Amazingly fast visuals, but too hard to be much fun. **TOTALLY RAD 54%** Issue 8 An original and nice-looking skateboarding game - but it suffers from a poor difficult structure.

TRACK AND FIELD II 54% Issue 9 Another complex button-bashing sports sim. For fans of the genre only. **TROG 67%** Issue 3 Looks great and plays well, but it's not hard enough. **TROJAN 52%** Issue 21 Bog-standard scrolling beat 'em up with lots of baddies but few thrills. **TURBO RACING 81%** Issue 9 Nice-looking and smooth-playing. A bit simple, but it will last a while. **TURTLES 68%** Issue 13 Looks a bit cack, but this mixture of maps and bashing plays okay.

TURTLES 2 66% Issue 6 Lots of action and a few nice touches, but too repetitive and slow-paced. **TURRICAN 77%** Issue 14 Platforms, guns, nasties - Turrican's got 'em all. Unfortunately, it's a bit tiresome. **ULTIMATE AIR COMBAT 82%** Issue 15 The best NES flight sim yet. This will test even the toughest flyers. **ULTIMATE STUNTMAN 90%** Issue 21 Superb arcade romp full of basic but very playable little games. **WIZARDS AND WARRIORS III 76%** Issue 7 Dull to start with, but becomes intriguing and playable. **WWF WRESTLEMANIA 30%** Issue 6 Under the surface this game's a real lightweight, even for WWF fans.

WWF WRESTLEMANIA CHALLENGE 37% Issue 1 Good graphics and impressive moves, but it lacks challenge or excitement. **WWF STEEL CAGE CHALLENGE 40%** Issue 13 Despite having all of wrestling's big names, this is very dull. **WRATH OF THE BLACK MANTA 42%** Issue 13 Good graphics, but it's unplayable - the hero dies too much! **XEVIOUS 58%** Issue 22 Simple, slow and ancient shoot 'em up. May have been worth buying 10 years ago. **THE LEGEND OF ZELDA 78%** Issue 2 A vast but do-able quest, and the task holds your interest until you finish it. A classic.

ZELDA II: THE ADVENTURES OF LINK 82% Issue 2 The graphics could be better, but there's plenty of action to keep you going.

Next Month



For every generation

Dear newsagent

Please keep for me / deliver to my door* a copy of TOTAL issue 29 (May). Cheers.

NAME

ADDRESS

.....

.....

*Delete as applicable

MAG*SAVE

Next Month in TOTAL...

We boldly go where no mag has gone before! We'll be beaming up exclusive work-in-progress features on all the new, Super NES Trekkie games, doing a full sensor scan of The Next Generation on the Game Boy and maybe, just maybe, we'll have the scoop of the decade - Super Metroid on the Super NES. See you there and remember, live long and prosper.

***On sale stardate:
Thursday 21 April 1994***

SUPER NINTENDO DEALS

SUPER NES MARIO ALL STARS PACK
WITH SUPER MARIO 1, 2 AND 3
PLUS LOST LEVELS GAMES
AND ONE JOYPAD.

WITH FREE SCOPE 6 LIGHT GUN AND 6 GAMES114.99

SUPER NES STARWING PACK
WITH STARWING AND ONE JOYPAD.95.99

SUPER NES ALADDIN PACK
WITH ALADDIN AND ONE JOYPAD.114.99

SUPER NES STREETFIGHTER TURBO PACK
WITH STREETFIGHTER TURBO AND ONE JOYPAD.129.99

ALL GENUINE UK VERSIONS

FOR A PIXEL PERFECT PICTURE CHOOSE A SCART TELEVISION

SUPER NES GAMES • = NEW GAME

ADAMS FAMILY	37.49
ADVENTURES OF DR. FRANKEN	39.99
AERO THE ACROBAT	49.99
AGURI SUZUKI F1 RACING	32.99
ALADDIN	44.99
ALFRED CHICKEN	44.99
ALIEN 3	43.99
ALL USA FOOTBALL	40.99
ASTERIX	39.99
BATMAN RETURNS	40.99
BATTLEDOGS IN BATTLEMANIACS	34.49
BUGGY BOBCAT	39.99
BUGS BUNNY	41.99
CHAMPIONS SOCCER	44.99
CHAMPIONSHIP POOL	44.99
CHESSMASTER	37.49
CHUCK ROCK	36.99
CLAYFIGHTERS	41.99
CLIFFHANGER	36.99
COOL SPOT	37.99
CYBERNATOR	40.99
DESERT STRIKE	37.99
DRACULA	36.99
DUNGEON MASTER	41.99
EQUINOX	39.99
F-ZERO	32.99
F1 POLE POSITION	39.99
FLASHBACK	39.99
GOOF TROOP	41.99
GP1	37.99
HOOK	32.99
HUSTLE SOFT VIRTUAL SOCCER	39.99
JIMMY CONNORS' PRO TENNIS TOUR	40.99
JOHN MADDEN '93	24.99
JURASSIC PARK	43.99
KEVIN KEEGAN PLAYER MANAGER	40.99
KRUSTY'S FUN HOUSE	29.99
LAGOON	51.99
LAMBORGHINI	41.99
LAST ACTION HERO	36.99
LEGEND OF THE MYSTICAL NINJA	38.99
LEMMINGS 2	39.99
LETHAL ENFORCERS (WITH LIGHT GUN)	64.99
LOST VIKINGS	33.49
MADDEN NFL '94	41.99
MAJOR TITLE GOLF	43.99
MARIO ALL STARS	41.99
MARIO IS MISSING	44.99
MARIO PAINT WITH MOUSE	49.99
MEGALOMANIA	43.99
MICKEY'S MAGICAL QUEST	41.49
MIGHT AND MAGIC 2	49.99
MORTAL KOMBAT	44.99
MR NUTZ	37.99
MYSTIC QUEST	33.49
NBA ALL STAR CHALLENGE	43.99
NHL ICE HOCKEY '94	41.99

NHLPA '93 ICE HOCKEY	24.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP	33.49
OGRE BATTLE	49.99
PEBBLE BEACH GOLF	41.49
POLAR TOUR GOLF	24.99
PILOT WINGS	33.99
PINKALL DREAMS	36.99
PINK PANTHER	44.99
PLOK	33.99
POP 'N' TWINBEE	40.99
PUSH OVER	33.99
RANMA 1/2	44.99
REN AND STIMPY	43.99
ROCK AND ROLL RACING	37.99
RUN SABER	44.99
SENSIBLE SOCCER	39.99
SHADOWRUN	49.99
SKYBLAZER	36.99
SOCCER KID	37.99
SPACE ACE	44.99
SPEEDY GONZALES	44.99
STARWING	33.99
STREETFIGHTER 2	41.99
STREETFIGHTER TURBO	49.99
STRIKER	40.49
SUNSET RIDERS	42.49
SUPER BOMBERMAN (FOUR PLAYER GAME)	35.99
SUPER EMPIRE STRIKES BACK	50.99
SUPER MARIO KART	33.99
SUPER MARIO WORLD	34.49
SUPER TENNIS	32.99
SUPER TURTLES	44.99
SUPER WOLF	34.99
TEENAGE MUTANT HERO TURTLES	34.99
TOURNAMENT FIGHTERS	49.99
THOMAS THE TANK ENGINE	39.99
TINY TOON ADVENTURES	40.99
BUSTER BUSTS LOOSE	41.99
TOP GEAR 2	40.99
TOTAL CARNAGE	43.99
TUFF E NUFF	41.99
ULTRAMAN	19.99
VEGAS STAKES	33.49
WILD COMANDER SECRET MISSIONS	44.99
WINTER OLYMPICS	44.99
WOLFENSTEIN 3D	44.99
WORLD LEAGUE BASKETBALL	32.99
WWF ROYAL RUMBLE	53.99
YOSHI'S SAFARI (SCOPE 6 GAME)	34.49
YOUNG MERLIN	51.99
ZELDA 3 - LINK TO THE PAST	33.99
ZOMBIES	40.99
ZOO	36.99



FREE
SCOPE 6
LIGHT GUN
AND 6 GAMES
WITH EVERY
SUPER NES MARIO
ALL STARS PACK
(WHILE OFFER LASTS)



SONY
KVM1400 14"
FST COLOUR
TV/MONITOR
WITH REMOTE
CONTROL.

60 CHANNEL TUNING, REAR SCART INPUT,
HEADPHONE SOCKET, TWO POSITION
TILT, BLACK TRINITRON SCREEN, LOOP
AERIAL.
FREE SCART LEADS
(STATE AMIGA, ST, MEGADRIPE OR SNES).

SONY TV (GREY)194.99
SONY TV (WHITE) ...194.99
SONY TV WITH
FASTTEXT249.99

SUPER NES EXTRAS

JOYPADS

DRAGON SPEEDPAD (WITH AUTOFIRE)	9.99
FREEWHEEL STEERING WHEEL FOR SNES. PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. 24.99	
LOGIC 3 LOGIPAD SN FOR SNES. FULLY MICROSWITCHED JOYPAD. WITH AUTO FIRE. 13.99	
NINTENDO CONTOL PAD 15.99	
NINTENDO SCOREMASTER JOYSTICK + SLOW MOTION & TWO SPEED AUTOFIRE35.99	
PHASE 9 OBLITERATOR WITH AUTOFIRE(TWO SPEED) & SLOW MOTION. 13.99	
QS160 SUPERCON 2 JOYPAD (WITH SLOW MOTION AND AUTOFIRE)10.99	
QUICKJOY SN PROGRAM PAD PROGRAMMABLE JOYPAD CAN HOLD UP TO THREE PRESET MOVES IN MEMORY. IDEAL FOR GAMES WHERE SPECIAL MOVES USING MORE THAN ONE BUTTON ARE REQUIRED. 28.99	
QUICKJOY SN PROGRAMMABLE JOYSTICKWITH AUTOFIRE AND SLOW MOTION.35.99	
TURBO TOUCH 360 TOUCH SENSITIVE JOYPAD WITH AUTOFIRE. 18.99	
PHASE 9 PHANTOM 2 JOYPAD. CLEAR DESIGN, LARGER SIZE PAD WITH AUTOFIRE AND SLOW MOTION. 13.99	
LOGIC 3 PHANTOM SN WITH AUTOFIRE AND SLOW MOTION (MICROSWITCHED). 16.99	
ININTENDO SCOPE 6 LIGHT GUN WITH SIX GAMES. GENUINE UK VERSION.39.99	

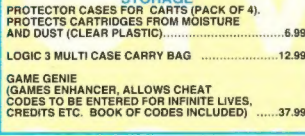
LEADS
SCART LEAD - SUPER NES TO TV WITH SCART INPUT9.99
MONITOR LEAD - SUPER NES TO
PHILIPS CM8833 MK2 OR CBM 10845 MONITOR12.99
NINTENDO STEREO AUDIO/VISUAL LEAD
FOR SUPER NES (INCLUDES SCART/VIDEO
CONNECTOR AND RED/YELLOW/WHITE PHONO
STEREO & VIDEO LEAD)15.99

STORAGE
PROTECTOR CASES FOR CARTR (PACK OF 4).
PROTECTS CARTRIDGES FROM MOISTURE
AND DUST (CLEAR PLASTIC).6.99
LOGIC 3 MULTI CASE CARRY BAG12.99

GAME GENIE
(GAMES ENHANCER, ALLOWS CHEAT
CODES TO BE ENTERED FOR INFINITE LIVES,
CREDITS ETC. BOOK OF CODES INCLUDED)37.99

SAITKE BOOSTER
BOY
HOUSES
CONSOLE.
TURNING
IT INTO A
TABLETOP

MACHINE WITH SCREEN
LIGHT
AND MAGNIFIER, MINI JOYSTICK,
SOUND AMPLIFIER AND SPACE
FOR CARTRIDGE AND EARPHONE
STORAGE. REQUIRES GAMEBOY
MAINS ADAPTOR OR BATTERIES.
22.99



CHELMSFORD CLUB SHOP
OPEN 10am til 8pm 7 DAYS A WEEK



43 Broomfield Road,
Chelmsford, Essex.
The biggest range in Essex!



Special Reserve members can have all this.. can YOU?

READ "NRG" Regular Club Magazine

CHOOSE from our Huge Selection

BUY at Best Possible Prices

SAVE with our Special Deals

SAVE more with our XS Coupons

WIN up to £10,000 worth of prizes FREE

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age.

Just send in the form below or phone Sales on 0279 600204.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. BIG £10,000 TARGET PRIZE COMPETITIONS. In every issue of NRG, exclusive to members, free to enter!

That's why over 200,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204
OPEN 10am til 8pm Seven Days a Week!

Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines)
Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to dispatch. We reserve the right to change prices without prior notification. E & O.E.

SAWBRIDGEWORTH SHOP
2 South Block, The Maltings
Sawbridgeworth, Herts

CHELMSFORD SHOP
43 Broomfield Road,
Chelmsford, Essex

CLUB SHOPS OPEN 10am til 8pm SEVEN DAYS A WEEK.
Registered Office: Inter-Medias Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.
All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	4.00	7.00	14.00
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE ARE NO SURCHARGES ON UK TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)

Name _____

Address _____

Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK 7.00)

Item _____
Item _____
Item _____
Item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No. _____)

Card expiry date _____ Signature _____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.
Overseas orders must be paid by credit card.



GAMEBOY DEALS

ALL GENUINE UK VERSIONS

GAMEBOY WITH NO EXTRAS
FREE KONIX GB HOLSTER39.99
GAMEBOY WITH TETRIS+ BATTERIES
FREE KONIX GB HOLSTER49.99

GAMEBOY PINBALL DREAMS PACK
WITH PINBALL DREAMS GAME & BATTERIES.
FREE KONIX GB HOLSTER57.99

GAMEBOY GAMES

• = NEW GAME

ADAMS FAMILY 2 - PUGSLEY'S	23.49
SCAVENGER HUNT	23.49
ALFREDA ISLAND 2	23.99
ALFRED CHICKEN	23.99
ASTERIX	23.99
BART AND THE BEANSTALK	23.99
BATMAN	21.99
THE ANIMATED SERIES	14.99
BATTLEDOGS IN	14.99
RAGNAROK'S WORLD	21.99
BEST OF BEST KARATE	18.99
BLUES BROTHER'S JUKEBOX	19.99
CASTLE QUEST	20.99
CASTLEVANIA 2	21.99
CHUCK ROCK	20.99
CLIFFHANGER	20.99
DAFFY DUCK	22.99
THE MARVIN MISSIONS	25.49
DARKWING DUCK	23.99
DR. FRANKEN 2	20.49
DR. MARIO	20.99
DRACULA	20.99
DUCK TALES	18.99
EMPIRE STRIKES BACK	21.49
F1 POLE POSITION	21.99
PELIC THE CAT	22.49
FIDGETS	23.99
FIRE FIGHTER	18.99
FLINTSTONES	18.99
FORMULA 1 RACE	25.49
(WITH FOUR PLAYER ADAPTOR)	25.49
FRANKY, JOE AND DIRK	24.99
ONES	24.99
GARFIELD	20.99
GEAR WORKS	20.99
GOAL	21.99

GOLF	18.49
HUMANS	21.99
INDIANA JONES AND THE LAST CRUSADE	19.99
JURASSIC PARK	25.99
KIRBY'S DREAMLAND	20.49
LAMBORGHINI	21.99
LAST ACTION HERO	21.99
LEMMINGS	22.49
LUNY TUNES	21.99
MARIO AND YOSHI	20.49
PINKAL DREAMS	20.49
MERCENARY FORCE	21.99
MONSTER MAX	19.99
MORTAL KOMBAT	26.99
MUHAMMAD ALI BOXING	22.99
MYSTIC QUEST	25.49
NFL QUARTERBACK CLUB	23.99
NIGEL MANSELL'S WORLD CHAMPIONSHIP	22.49
NINTENDO WORLD CUP	20.49
OTHELLO	20.99
PANG	20.99
PIERRE LE CHEF	23.99
OUT TO LUNCH	21.99
PINBALL DREAMS	20.99
POWER PAWS	23.99
PREHISTORIC MAN	19.99
PRINCE OF PENTIA	21.49
ROAD RASH	21.99
SENSIBLE SOCCER	20.99
SPEEDY GONZALES	26.99
STAR TREK	18.99
STAR WARS	22.49
SUPER JAMES POND	23.49
SUPER MARIO LAND	20.49
SUPER MARIO LAND 2	25.49
SUPER RC PRO-AM	21.99
TEENAGE MUTANT HERO TURTLES - RADICAL RESCUE	21.99

TENNIS	19.49
TERMINATOR 2	16.99
TESSERAEE	17.99
THE SIMPSONS	23.99
ITCY AND SCRATCHY	21.49
TINY TOON ADVENTURES	21.49
MONTANA'S MOVIE MADNESS	21.99
TITUS THE FOX	21.99
TOP RANKING TENNIS	20.49
TRACK AND FIELD	24.49
TROLLS	21.99
TURTLES 2	18.99
ULTRA GOLF	22.99
VIKING CHIEF	21.99
WWF KING OF THE RING	23.99
YOSHI'S COOKIE	18.49
ZELDA - LINK'S AWAKENING	22.49
ZOO	21.99

CLAYMATES™

"Everything a true
platform guru could
ever desire...
and more!" 90%
**SUPER PRO
MAGAZINE**



• Personality and animation
like you've never seen before

• Full digitized sound with
complete musical score



• Transform into five truly cool
characters with awesome abilities

© 1993 Interplay Productions, Inc. and Visual Concepts.
All rights reserved.

SUPER NINTENDO
ENTERTAINMENT SYSTEM™

ocean R

Interplay™

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!